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ISSUE 33

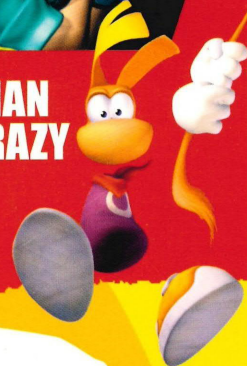
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PAGE
24

**JET FORCE
GEMINI**



**MEET RAYMAN
AND HIS CRAZY
MATES ON
PAGE 36!**



MAGAZINE

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REVIEWED!

**TUROK
RAGE WARS**

Fight the ultimate deathmatch!

ARMORINES

A bug-splattering bonanza!

ROADSTERS • GEX 3

and more in our MASSIVE reviews blowout!

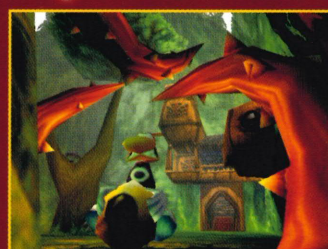
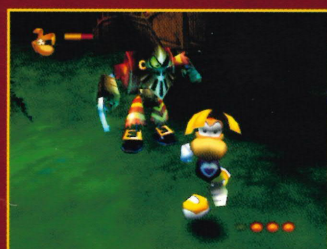
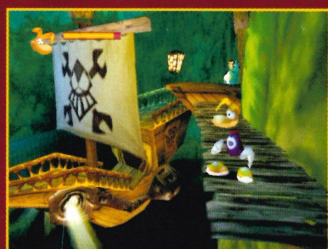
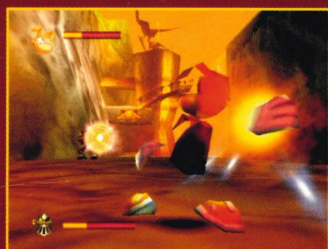
EARTHWORM JIM

**REVIEWED: THE
WORM RETURNS!**

PLUS: KNOCKOUT KINGS • DRAGON SWORD • WORMS ARMAGEDDON

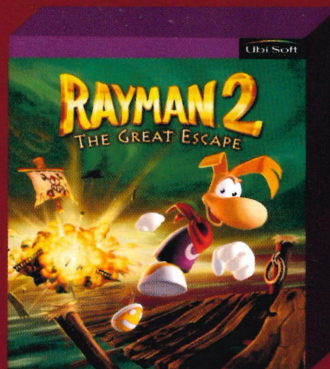
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**Send shock waves through your senses as you run, jump, fly, ride and puzzle
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Available 29th October





RAYMAN[®] 2

THE GREAT ESCAPE[™]

"The best looking platform game... ever"

PC Zone

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Welcome to a review packed issue 33!

Armorines: Project Swarm



Acclaim's new shooter brings the action of *Starship Troopers* to the N64!



06

Jet Force Gemini

Ker-blammo! Rare's new shoot-'em-up is here at last. We've played it to death here at 64 MAGAZINE – so what's the verdict?

24



Rayman 2: The Great Escape



This might just be the best platform game around...

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or email us: 64mag@paragon.co.uk
or via our Web site at www.totalgames.net



Worms: Armageddon

Tiny 2-D
graphics and
great games
surely don't
mix? You'd be
wrong!



The complete solution
to the liquid-hunting
platformer!

Tonic Trouble

Dragon Sword

A bit of hack-'n'-slash never did anybody any
harm! (Except dragons.)



Quick Search...

Use our coloured section headings
to find the pages you want. Fast!

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Earthworm Jim 3D

He could hold the record
for the most-delayed N64
game, but Jim is finally
here!



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Vote for the games of the millennium!
Tell us your top ten and you could win
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Turn to page 13

See the
games of
tomorrow
today!

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On Wheels**
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Armorines: Project SWARM

The time: the near future. The place: Earth.
The event: invasion!



▲ Now that is one ugly mutha! Some of the bugs in this game are huge and this isn't even one of the Queens! Run away!

In a storyline that will have the screenwriters of *Starship Troopers* reaching for their lawyers, the Earth has come under attack from a race of giant bugs. These bugs have mounted their offensive against the Earth by launching spores from their home planet and are now busy reproducing like crazy and



▲ Ah, tunnel war! That takes me back to my time in 'Nam when I used to get sent after Charlie... oh hang on, that was a movie.

killing anything that stands in their way. Enter the Armorines!

These cybernetically-enhanced troopers are Earth's last, best line of defence. With special armoured suits that incorporate complex weapon-systems, the Armorines stand the greatest (and probably the only) chance of stopping the hordes of hideous, drooling multi-limbed creatures intent on wiping out humanity.

Armorines: Project SWARM is a first-person shoot-'em-up based around the *Turok 2* game engine. In fact, think of *Turok 2* with better graphics, better weapons and thousands of huge slaving alien insects instead of

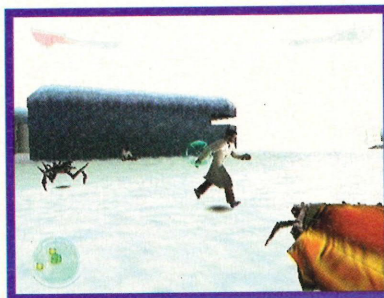




▲ Now that is a nasty cut he's got there! Fortunately we're just about to blow him to bits so he shouldn't feel it for long.

dinosaurs and you should get the general idea. The game consists of 20 missions which are set in and around five different environments: Siberia, Volcanic Island, South American Jungle, Egypt and the Hive Mothership. Each mission is compartmentalised which means it comprises a number of different levels making this a very large game indeed!

Armored Core has been in development since July 1998 at Acclaim Studios London and it's now looking very sharp. Like *Turok 2* there's a one-player mode and also a deathmatch facility in which you can take on your friends as *Armored Core* and also as the giant bugs themselves! In addition, enhancements have been made to the game engine to allow an all-new two-player split-screen co-operative mode which lets you wade through all the one-player missions accompanied by a friend!



▲ As you progress through the game you come across various military and civilian personnel – usually running away!

As well as three standard weapons built into their suits the *Armored Core* have access to a wide range of other gadgets and weaponry like mines, nail guns, infra-red goggles and a device called a thumper. Most of the weapons have three levels of power and the latter item, when activated, repeatedly pounds on the ground attracting all bugs in the vicinity – which is perfect for getting shot of a few grenades!

Like *Turok 2*, *Armored Core* isn't all just wandering around on foot; there are also some on-rails sections where you man the guns on a small monorail train or take the gunnery position in an *Aliens*-style dropship.

Armored Core runs with the Expansion Pak and offers hi-res and widescreen TV modes. At time of writing, Acclaim Studios is putting the finishing touches to the game but even now it's looking



pretty damn impressive, with loads of bugs on screen at any one time. With *Perfect Dark* now pushed back until at least Easter next year, *Armored Core* will be the only first-person N64 shooter about at Christmas (well, apart from *Turok: Rage Wars*) so it's bound to do well! ■

Da Crew!

For some bizarre reason there are only two *Armored Core* in the game – you'd think that as they're so powerful, there would be a whole army of them, wouldn't you? Perhaps they cost too much to kit out or something! Anyway, you can basically choose to play in single-player as either the boy or the girl or in two-player as both characters. Aside from the obvious aesthetic differences each character has different abilities, notably their standard weapons.

CHOOSE CHARACTER

NAME:	TONY LEWIS
RANK:	PRIVATE
AGE:	28
HEIGHT:	6'

PRIVATE TONY LEWIS IS YOUR TYPICAL NO-NONSENSE, EVEN-DEPENDABLE HERO. A CHRISTIAN LEADER AND SEASONED VETERAN OF NUMEROUS CAMPAIGNS, LEWIS IS YOUNG, COOL AND LEVEL HEADED.

GO BACK

Tony Lewis

Tony comes armed with an all-purpose blaster and a rocket launcher and his suit also has a built-in shield which can come in handy for holding off the bugs.

GNN
SITUATION UPDATE

THE HUMAN RACE HAS SURVIVED THE MOST BRUTAL THREATS TO ITS FRAGILE EXISTENCE. PLAGUES, FLOODS, FIRES AND DISEASES HAVE RAVAGED AND SCARRED OUR PLANET, BUT THE HUMAN RACE HAS ALWAYS PREVAILLED.

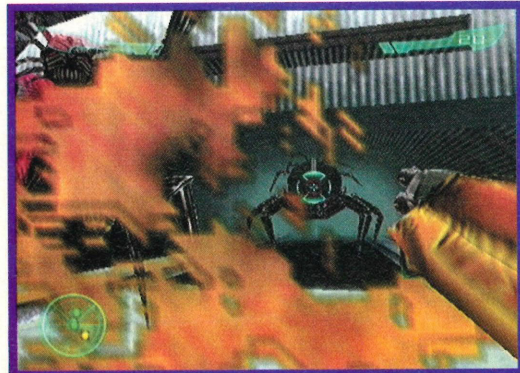
OK

Myra Lane

Myra "Don't call me Lois" Lane is a little shorter than Tony and wields a melee weapon, a rapid-fire machine-gun and a grenade launcher. She's pretty darn hard!

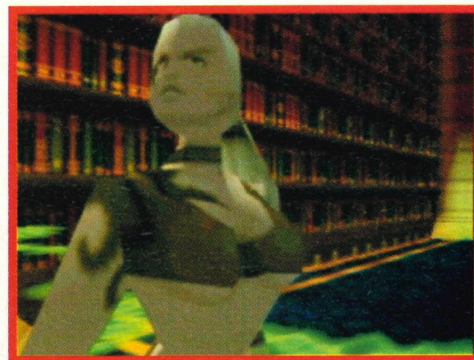


▼ Ugh! Look at that, I've got bug bits all over my nice new suit of power armour! It'll take ages to get that muck off!



ARMORINES: PROJECT SWARM

Publisher: Acclaim
Developer: Acclaim Studios London
UK Release: December 1999



Dragon Sword

Prepare to enter a world of fantasy!

Once upon a time everything was peaceful in the beautiful lands of Avantaria – the people were happy, business was good, taxes were low and there were free karaoke machines for all (well maybe not that last bit, but the rest was certainly true). Then one day the evil Darrc Lords came to town – fed up with all the

Avantarians constantly spelling their family name incorrectly – and set about enslaving everybody.

Luckily, just down the road, the Light Gods happened to be passing and when they spotted what the Darrc Lords were up to they grabbed four adventurers, equipped them with magical Dragon Swords (the only weapon that can stop the Darrc Dragon) and sent them off to fight the Darrc Hordes – a huge army of twisted, evil Darrc Lord underlings. That done, they all settled down for a nice cup of tea...

Okay, so we're paraphrasing a little, but that's the general storyline behind *Dragon Sword*, the next N64 game to arrive from Glover developer Interactive

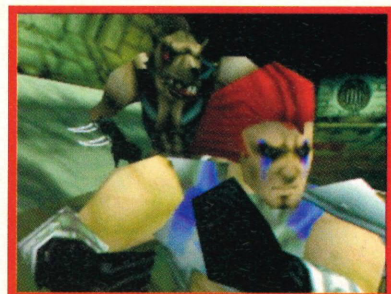
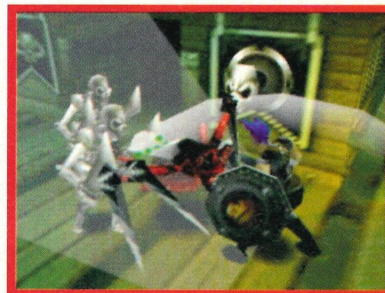


▲ The skeletons take one look at Aisha and quite literally go to pieces! She quite literally is drop-dead gorgeous!

Studios. We covered this game a few issues back and were extremely impressed with it even though it was still in the early stages of development. After seeing a far more advanced version, it's fair to say that now we're even more impressed!

DRAGON SWORD

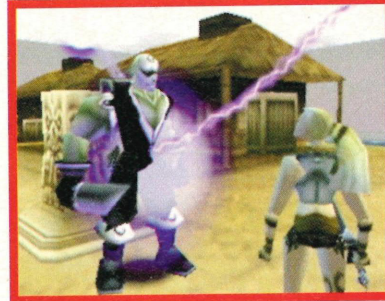
Publisher: TBC
Developer: Interactive Studios
UK Release: December 1999



▲ All together now... "Look out behind you!" Things look a little bleak for Kailan as he strikes a pose, oblivious to the werewolf behind him.

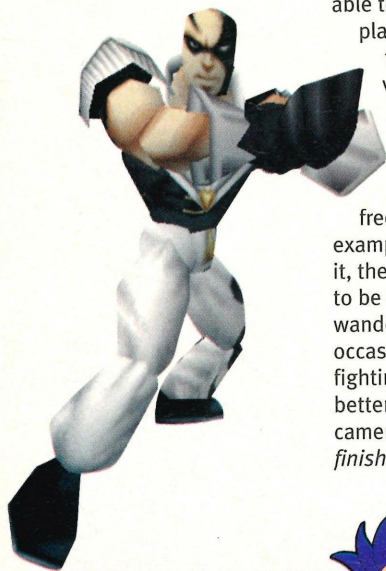


▲ Kailan and Aisha pose for the cover of their next album, unaware that the 'medieval look' went out of fashion six months ago.



▲ One member of the Darrc Horde regretted eating the cuddly Pokémon Pikachu for breakfast that morning.

▲ Never mess with a girl when she's got a sword in her hand, no matter how big you are or how much armour you're wearing!



Since our last viewing, *Dragon Sword* has come on a long way. The levels are up and working now and a number of different monsters are all roaming the colourful, detailed landscapes looking for blood. One feature which we weren't able to try out last time was the two-player co-operative mode and this too is now working – and working very well indeed. Rather than use a split-screen, Interactive Studios has instead gone for a floating camera technique which allows both players an awful lot more freedom of movement than in, for example, *Fighting Force*. When we saw it, the co-op camera had a few bugs yet to be worked out (like a tendency to wander off like a bored tourist on occasion, leaving the main characters fighting off-screen) but it's still 100% better than the camera in most finished 3-D



games that we've reviewed. The one-player camera, on the other hand, is as close to perfection as it could possibly be and allows you to roam around the game at will without tumbling into unseen chasms or getting hacked down by off-screen monsters.

There's so much to be said about *Dragon Sword* that we just don't have the space for it here, so it'll just have to wait for the review. Suffice to say that everyone is more than a little excited by the first (decent) N64 co-operative beat-'em-up and can't wait for the finished code to arrive! ■

And Then There Were Four...

When last we saw *Dragon Sword* there were two main characters. Since then this number has gone up to four, giving you a wider choice of who you choose to save the lands of Avantaria. The four adventurers you can select are as follows:



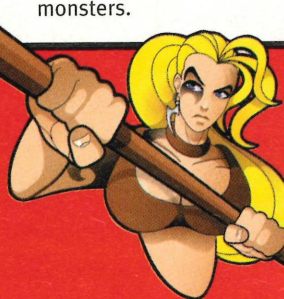
Cutter

Heir to the Darrc throne and exiled commander of the Darrc Horde, Cutter's joined the good guys to fight his former allies. He's one big dude and he's got blue hair.



Kailan

Battlelord of Avantaria and Chieftain of the Naradhan Isles, Kailan is out to free the rest of his clan. He looks a lot like Cutter only he's something of a ginge.



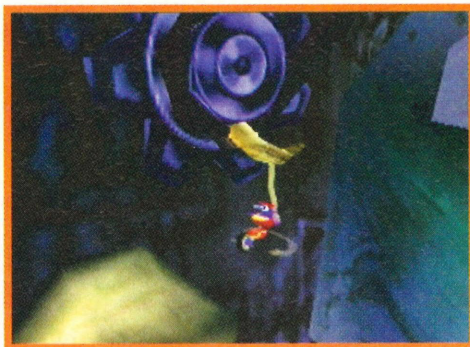
Aisha

The adopted member of a nomadic tribe, Aisha roams the lands of Avantaria trying to uncover her unknown past. The 'talent' of the party, she's cute and very, very hard.



Gouranga

The Ogre Champion and an unbeaten warrior, Gouranga is also known as 'The One' (don't tell Christopher Lambert). He's mean, he's green and he's a fighting machine!



Rocket: Robot On Wheels

Theme park fun with some wacky robots!



▲ This is one of the later levels and it's a world of clouds and floating buildings. The only means of transport is this rather cool flying carpet!



ROCKET ROBOT ON WHEELS

Publisher:

Ubi Soft

Developer:

Sucker Punch

UK Release:

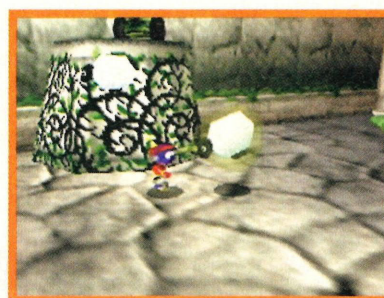
December



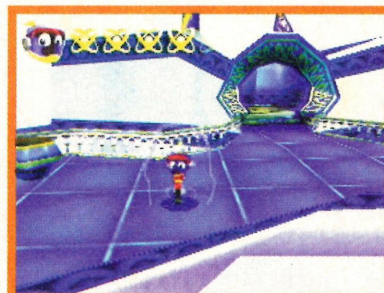
Rocket: Robot On Wheels is definitely shaping up to look like the next must-have N64 title, which isn't bad considering hardly anybody has even heard of it! The plot for this 3-D adventure game from Ubi Soft is very Michael Crichton-esque, centred as it is around a state-of-the-art Theme Park (*Jurassic Park* anyone?) run entirely by robots (shades of *Westworld*?) where everything goes horribly wrong (er... *Jurassic Park* and *Westworld* anyone?) Basically, the night before the park is due to open one of the two mascots, a squirrel (we think) called Jo Jo – who's jealous because he's not the star attraction – kidnaps the other mascot

Whoopee and escapes into the park, disrupting various systems along the way. With disaster looming, it's up to Rocket, a little one-wheeled robot, to go into the park and sort things out.

Like most 3-D adventure games, *Rocket: Robot On Wheels* consists of distinct levels based around a central hub. Each level represents a different part of the park and they all contain various rides and attractions which Jo Jo has disrupted. In order to track down Jo Jo, Rocket must make his way through the whole park fixing all the different rides and collecting the all-important entry tickets which allow him to move deeper into the game.

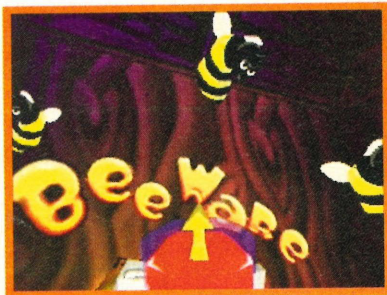


▲ Yes, you know it's a good game when one of the puzzles involves velcroing sheep to a wall! Weird...



▲ With your tractor beam you can lift objects up to a certain size. Later on you get access to this heavy lifter which can move much larger items.

► This is one of the park rides but it's not working quite as it should, which means Rocket needs to watch out for roaming bees.



The puzzles in *Rocket: Robot On Wheels* that we've seen so far are all varied and usually fairly innovative. They include physical tasks like stacking objects using Rocket's tractor beam and the incredibly realistic in-game physics, painting objects different colours to solve problems, throwing, jumping, swinging and driving a wide range of different vehicles including a mechanical fish and a flying carpet!

At time of writing, the only real problem we could find with this game was a few dodgy camera angles on some of the later levels. However, as this code is unfinished and a lot of work is still going on it's safe to assume that these little niggling problems will be sorted out by the time it comes to review. And the truth is, even with the few irritants that the game does have, it's still incredibly enjoyable. The sheer variety in the tasks

▼ In this section a robot guard won't let Rocket pass, so he needs to disguise himself using the pools of coloured paint...



One of the tasks Rocket must complete involves repairing, building and riding a rollercoaster to collect items. Once it's working you need to lay out the track, then hop into the car and take it for a spin!



that you have to do means that you never get bored and the levels are designed in such a way that you don't have to complete every task on one level to access the next. This means that you can try later levels to get yourself brand-new new powers and then go back to problems you may have got stuck on in earlier levels.

We try not to make value judgements about unfinished games in previews because the games aren't complete, but it's fairly safe to say that from what we've seen so far Sucker Punch is going to have to work pretty hard to make *Rocket: Robot On Wheels* a bad game! ■

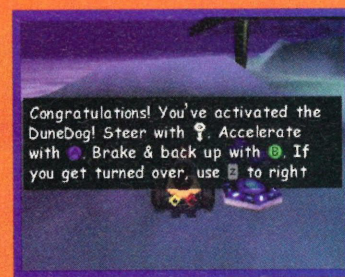


▲ When you put two crystals of the same colour together they explode – which is handy if there's a wall you need to bring down.



I'd Like A Hot Dog Please!

Each level has a specific vehicle which you need to locate and activate. Once activated you can summon it at any time by touching one of the holographic projectors you find scattered around. On the first level the vehicle is a Hot Dog beach buggy!



Congratulations! You've activated the DuneDog! Steer with . Accelerate with . Brake & back up with . If you get turned over, use to right

EPGA Tour Golf

Play with the pros!

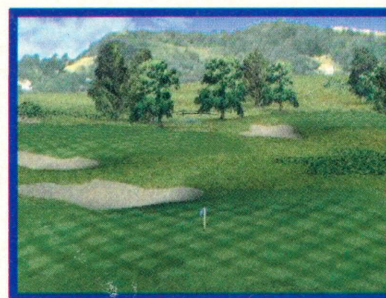
▼ Stuck in a bunker – every golfer's nightmare. Since all the courses are based on real ones, it's just as frustrating as reality!

If you're a golf fan with an N64 and you want to play a decent golf game, to date your choice has been limited to the good but not exactly realistic *Mario Golf*. Infogrames intends to change that!

EPGA TOUR GOLF

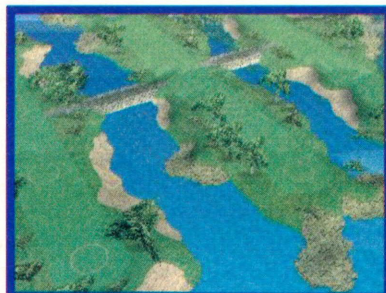
Publisher: Infogrames
Developer: Gremlin
UK Release: February 2000

European PGA Tour Golf (EPGA to its friends) is a fully licensed game based on the real event. You can play around all the courses used in the EPGA tournament, challenge the world's top golfers, and have your ball-thwacking commented upon by the mellifluous



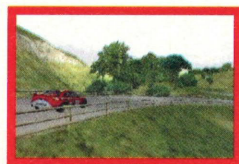
▲ Realism is the name of the game with *EPGA Tour Golf*. You could almost be there, wearing awful clothes.

tones of the BBC's Peter Alliss and Alex Hay. We'll see how realism fares against Nintendo cutesiness in a future issue. ■



Rally Masters

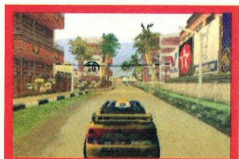
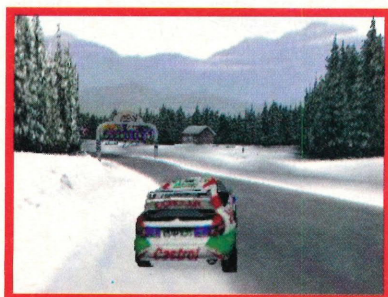
Taking rallying to the limit!



▶ As the car blasted past the temple, its driver was shocked to spot the rotting corpse of Indiana Jones on a spike.



◀ Differing weather and ground conditions require different driving styles – driving on snow is certainly no picnic!



There have been several attempts over the last couple of years to bring rallying to the N64, some more successful than others. *Rally Masters* has the potential to be the best of the lot.

Developed from the PC game, *Rally Masters* is based on the Michelin Rally Masters Championship and features authentic rally drivers and 17 different cars fighting it out for skidding supremacy on nearly 50 different courses. Terrains in the game range from twisting mountain roads to dusty desert tracks, and even take drivers through steaming jungles dotted with ancient temples!

Rally Masters also supports multiple players – the press release

RALLY MASTERS

Publisher: Infogrames
Developer: Gremlin
UK Release: March 2000



claims eight, though somehow it seems highly unlikely that they'll all be on-screen at once – and promises to have the best car handling system on the N64. More soon! ■



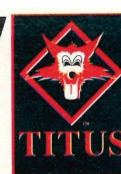
▲ The driver was confused by the strange double thump from under the car. Luckily, the spectator's camera survived.

millennium Games Awards

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as the end of the Millennium draws near the TOTAL GAMES NETWORK (www.totalgames.net), in association with HMV and Titus, has decided to honour the best pieces of software ever made on all formats. This is your once in a lifetime chance to participate in the greatest gaming survey ever devised – the Millennium Games Awards!

All we want is for you to tell us what ten games have rocked your world using the form provided below. Having done this, complete the survey information and your details on the following page and then send it back to us Freepost – no stamp required.

Completed entries will be pulled out of the sack and the winners picked at random – there are no right or

wrong answers. Once we have received all the entries, we will compile a top 100 games of the Millennium and one lucky winner will receive a DVD player and ten UK DVDs. 2nd prize is a Nintendo 64, PlayStation and a Dreamcast. While 50 runners-up will each receive get a £10 HMV voucher. Don't delay do it today!

Here are the personal favourites of our editors – vote for your own!

Nick Roberts Managing Editor

1. Out Run (Arcade)
2. Metal Gear Solid (PS)
3. Gun Fright (Spectrum)
4. Pac-Man (Arcade)
5. Bubble Bobble (Spectrum)
6. Rick Dangerous (Spectrum)
7. Super Mario World (Super NES)
8. Dynamite Dan (Spectrum)
9. James Pond: Robocod (Mega Drive)
10. San Francisco Rush (N64)

Phil King, Editor of PowerStation

1. Goldeneye (N64)
2. Gran Turismo (PS)
3. ISS Pro 2000 (PS)
4. Starcraft (PC)
5. Skool Daze (Spectrum)
6. Sensible World Of Soccer (PC)
7. Tekken 3 (PS)
8. Tomb Raider (PS)
9. Laser Squad (Spectrum)
10. Worms (PC)

Ryan Butt, Editor of Play

1. ISS Pro Evolution (PS)
2. Goldeneye (N64)
3. Resident Evil 2 (PS)
4. Sonic The Hedgehog (Mega Drive)
5. Arkanoid (C64)
6. Kid Chameleon (MegaDrive)
7. Back 2 Skool (Spectrum)
8. Wonderboy (Arcade)
9. Tekken 3 (PS)
10. Street Fighter II (Super NES)

Andy McDermott, Editor of 64 Mag

- 1: Robotron 2084 (Arcade)
- 2: Quake II deathmatch (PC)
- 3: Goldeneye (N64)
- 4: Elite (BBC/C64/Atari ST)
- 5: Defender (arcade)
- 6: Ancipital (C64)
- 7: Tomb Raider (PlayStation)
- 8: Street Fighter II Turbo (Super NES)
- 9: Super Mario Kart (Super NES)
- 10: Tempest 2000 (Atari Jaguar)

millennium games awards entry form

The top ten games that have changed my life are:

1

2

3

4

5

6

7

8

9

10

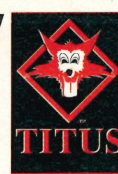
***Important:** please write your game name clearly and in capital letters only. Also ensure that all game names are spelt correctly and that you put what games system they are for in brackets. The closing date for the Millennium Games Awards competition is 31/12/99.

The results of the Millennium Games Awards will be printed in the following magazines: *Play* #59, *64 Magazine* #37, *PowerStation* #46, *64 Solutions* #17, *DVD Review* #10, *Dreamcast Magazine* #6 and *Dreamcast Solutions* #3.

millennium GAMES Awards

questionnaire

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**TOTAL
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NETWORK**

Name:

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Postcode

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Daytime telephone number

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Email address (if applicable):

.....

Are you?

☐ Male ☐ Female

What age group are you in?
(tick one)

- ☐ 10-17
☐ 18-25
☐ 26-35
☐ 36-45
☐ 46-50
☐ Over 50

Are you?

- ☐ Married
☐ Living with your partner
☐ Living with your parents
☐ Living alone
☐ Living in a shared house
☐ Divorced/separated
☐ Widowed

What is your occupation?
(tick one)

- ☐ Director
☐ Manager

- ☐ Self-employed
☐ Skilled worker/Tradesman
☐ Manual worker
☐ Office worker
☐ Shop worker
☐ Public sector
☐ Professional
☐ Armed Forces
☐ Student
☐ Housewife/husband
☐ Retired
☐ Unemployed
☐ Other (please state)
.....

What is your household's
total annual income?

- ☐ Under £10,000
☐ £10,000-£15,000
☐ £16,000-£20,000
☐ £21,000-£45,000
☐ £46,000-70,000
☐ £71,000-100,000
☐ £100,000+

What newspaper(s) do you
read regularly?

- ☐ The Sun
☐ The Daily Mail
☐ The Daily Express
☐ The Daily Mirror
☐ The Guardian
☐ The Times
☐ The Independent
☐ The Financial Times

Do you own or intend to buy
a console in the next 6-12
months?

- ☐ No
☐ Yes (Please tick all that apply)

Own Intend
to buy

- | | | |
|----------------------|--------------------------|--------------------------|
| Sony PlayStation | <input type="checkbox"/> | <input type="checkbox"/> |
| Nintendo 64 | <input type="checkbox"/> | <input type="checkbox"/> |
| PC | <input type="checkbox"/> | <input type="checkbox"/> |
| Game Boy Color | <input type="checkbox"/> | <input type="checkbox"/> |
| PlayStation 2 | <input type="checkbox"/> | <input type="checkbox"/> |
| Dreamcast | <input type="checkbox"/> | <input type="checkbox"/> |
| New Nintendo console | <input type="checkbox"/> | <input type="checkbox"/> |

Do you own a computer?

- ☐ Yes
☐ No, but I intend to within the
next 6 months
☐ No, and I don't intend to buy one
in the next 6 months

Are you connected to the
Internet?

- At work
☐ Yes
☐ No

At home
☐ Yes
☐ No, but I intend to be in the next
6 months
☐ No, and I don't intend to be in
the next 6 months

Do you own a DVD player?

- ☐ Yes

What brand?

-
☐ No, but I intend to within in the
next 6 months
☐ No, and I don't intend to within
the next 6 months

once you have completed all these questions and the all important top ten, please send it back to:

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freepost (BH 1255)
bournemouth
BH1 2TA



FREEPOST



The traffic's murder.



My watch has stopped.



My train has been cancelled.



I fell asleep on the bus.



I've lost my mobile.



My battery's flat.



I'm stuck in a lift.



Don't wait up.



My head's stuck in some railings.



The taxi driver's lost.



There are leaves on the line.



The lights are still red.



I've run out of petrol.



I've been clamped.



There was this big problem...



My car won't start.



I thought the clocks had gone back.



I've lost my travelcard.



I'm caught in a revolving door.



I fell asleep in the club.



I couldn't find your phone number.



I've forgotten how to get home.



I stopped to help an old lady.



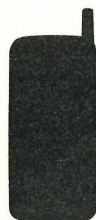
I've fallen down a manhole.



10:30? I thought you said 2:30.



I'm caught in a downpour.



I got struck by lightning.



What are the chances of getting two punctures?



I'm still stuck in this queue.



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EDITORIAL



16

As Christmas gets closer, software companies are bringing out their big guns – and we're not just talking about the ones in *Turok: Rage Wars* and *Jet Force Gemini*. Christmas is the time of year when more games and consoles are sold than any other, and publishers want to make sure that their games are ready to catch the attention of the people doing the buying.

What's come as a pleasant surprise to everyone at 64 MAGAZINE is the generally high quality of the games. There's usually a fair amount of shelf-fillers padding things out, but so far dodgy games have been conspicuous by their absence. Of all the new games reviewed this issue, only two score below 80%, and a quite amazing six Sizzler awards were dished out. (Certain people wanted to start dishing out the incredibly rare Gold Medal awards like sweets, but cooler heads prevailed.)

While this flood of high-quality games is gratifying because it vindicates the N64's ability to support top-class titles, it's also slightly depressing because it should have happened ages ago. Sad as it may seem, Sony's five-year-old PlayStation still looks set to dominate the market over Christmas. If the N64 had been able to field a line-up of this many excellent games back in 1997, the story might be rather different.

Still, there's no point griping about it now – better to look forward to the other games that are heading our way. Next month will hopefully see the arrival of *Donkey Kong 64* in our offices, for starters, and this is due to followed in short order by the likes of *Rainbow Six*, *Armorines*, *Ridge Racer 64* and *Resident Evil 2*, to name but a few. The N64 may not boast as many games as the PlayStation, but on the whole the quality is higher. In the end, that's what counts!

Andy McDermott, Editor

the 64 showcase

news
peripherals
rumours • hot
items of interest

FULL COLOUR!

Say hello to the 'iN64'!

The N64. Great console, yes, but the unit itself doesn't exactly light up a room. In fact, it looks a tad morbid, what with all that black.

Well, no more! Nintendo has ripped a few pages from Apple's book, and follows the success of the multicoloured iMac with a set of new brightly-hued N64s!

The new N64s come in a range of six translucent colours, namely blue, orange, green, purple, charcoal and red. All come with a matching controller, and are the same price as the current black N64, £79.99. You'll be able to brighten up your living room with one from November 19.

READY TO WRESTLE?

Win WCW goodies!

American wrestling seems to be getting more and more popular these days and we've got a bunch of wrestling-related stuff to give away so listen up! From Warner Home Video we've got three pairs of videos, *Uncensored* (out now) and *WCW Superstar Series Volume 1: Goldberg & Sting* (due for release on November 15). We've also got three copies of *WCW Mayhem* from Electronic Arts and three WCW Interactive C-Watches from WWL that will scream various wrestling phrases to you at the touch of a button.

To win a pair of videos, the game and the watch just answer the following simple question on an interesting postcard:

- What does WCW stand for?
- A: World Championship Wrestling
- B: Weird Crab Wrestling
- C: We Cuddle Wolves

All entries to: Gimme The WCW Stuff!, 64 MAGAZINE, Paragon Publishing, St Peters Road, Bournemouth, BH1 2JS to arrive no later than 2 December 1999.



ALSO FROM FROM PARAGON PUBLISHING...

DVD REVIEW

Issue 6 ISSN: 1466-593X £3.95

Officially the UK's best-selling DVD magazine, with over 500 UK DVD releases reviewed and rated, including *The Mask Of Zorro* and the inimitable *Austin Powers: International Man Of Mystery*, plus every new player tried and tested, so you can see what hardware's best for you. Buy it!



TOTAL GAME BOY COLOR

Issue 5 ISSN: 1464-5904 £1.95

Packed to bursting with everything you need for the Nintendo Game Boy Color! This issue includes an exclusive review of Disney's *Tarzan*, a feature on the gruesome *Resident Evil* and a complete solution to *Pokémon Red and Blue*. What more could a Game Boy fan want?



64 SOLUTIONS

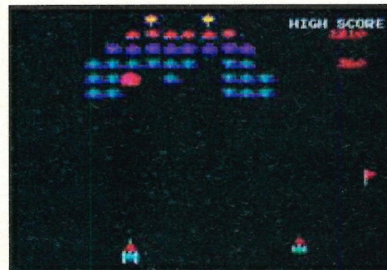
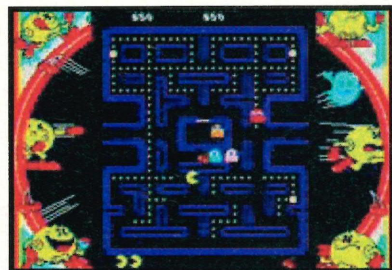
Issue 14 ISSN: 1464-5904 £3.95

It's an exclusive guide bonanza this month on the 64 Solutions ranch. We've lassoed ourselves the full solution to *Carmageddon*, part one of our massive *Shadow Man* walkthrough, the toughest parts of *Mario Golf* and a complete guide to *Tonic Trouble*, plus tons more. Saddle up partner – yeehaw!



17

MR PAC IS BACK!



Namco bundles arcade classics onto cartridge

Namco is set to follow up *Ridge Racer 64* with a second N64 title – or rather, six of them!

Namco Museum 64 will include pixel-perfect translations of the arcade classics *Pac-Man*, *Galaxians*, *Galaga*, *Pole Position*, *Ms Pac-Man* and *Dig-Dug*. Well, it might not exactly be *Tekken*, but at least it shows that one of Japan's

most important software companies is still releasing games for the N64! If you're not old enough to remember these antique games, *Pac-Man* is a blob in a maze, *Ms Pac-Man* is the same but with a bow, *Galaxians* and *Galaga* are *Space Invaders* but more so, *Pole Position* is a racing game and *Dig-Dug* is... er, weird!



DUKE GETS CHEEKY!

Did we say that?



"IT'S A BETTER MULTIPLAYER GAME THAN GOLDENEYE... ZERO HOUR HAS THE LOT."

64 Magazine - JUNE 1999 90%

You can't beat the art of the carefully worded quote! Check out the above advert for the 90%-rated *Duke Nukem: Zero Hour*, with prominent quotage from us. Compare this to the full sentence from which the quote was taken, which read, "As to whether it's a better multiplayer game than *Goldeneye*... eeeeeeh, no." Cheeky, eh? Next thing, we'll be seeing a *Superman* quote which reads, "Enjoyable... fun... commendable..."!

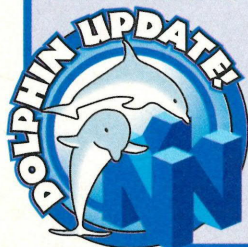
By the way, *Zero Hour* has finally gone on sale – hooray!

SPIN THAT WHEEL



The compo last issue to win an Agetec ASCIIWheel 64 should also have included Agetec's contact details, so here they are! Get them on the blower on (01923) 202097, or point your PC toward their website at www.agetec-europe.com.

The latest news and rumours about Dolphin, the next Nintendo console...



If you were expecting Dolphin to appear in late 2000, when Nintendo said it would (which we weren't, to be honest) then you'll probably be disappointed. In an interview with a Japanese N64 magazine, Nintendo's game god Shigeru Miyamoto admitted that Nintendo has not yet begun programming any Dolphin titles. At the moment, the company's studios are still in the design and planning phase. Although Miyamoto said that once all the

planning was complete a Dolphin game could be programmed in a year, all of Nintendo's major N64 titles took at least twice that long to develop. Since there is no chance that Nintendo will release Dolphin without at least one killer game (hopefully more, considering how badly the N64 was hurt early on by its limited game library) this means that Dolphin is almost certain to be delayed. In contrast, Sony's PlayStation 2 has now had its Japanese launch

date set for March 2000. Nintendo is in danger of being left behind before the next-generation fight has even started! On the plus side, however, Miyamoto dropped a hint about just how powerful Dolphin will be – according to him, the new console's custom silicon has enough grunt to allow four people to play simultaneously. If you're thinking so what, so can the N64, he means four completely different games at once!

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Gamewatch

When you want to find out what games you'll be able to play on your N64 in the future, this is the only place worth looking! This comprehensive list shows all the N64 games that we know about, along with their expected release dates (where known). Gamewatch is updated every month.

Gamewatch is produced in association with Department 1. All the UK releases are highlighted in yellow for ease of spotting, to end those 'when-can-I-get-that-oh-probably-never' blues!

• Release dates are subject to change without notice. Yes, we know it's annoying...

In association with
Department 1

Department 1, 3rd Floor,
Suffolk House, 1-8 Whitfield
Place, London W1P 5SF. Tel:
(0171) 916 8440

Department 1
0171 916 8440

RELEASE DATES NOVEMBER

40 Winks	UK	Nov
Armorines	UK	Nov
Battletanx 2	US	Nov 16
Chef's Luv Shack	UK	Nov
Daikatana	UK	Nov
Destruction Derby	UK	Nov 05
Donkey Kong 64	US	Nov 22
EPGA Golf	UK	Nov
Gauntlet Legends	UK	Nov
Hot Wheels	UK	Nov 05
Jet Force Gemini	UK	Nov 12
Kobe Bryant NBA Courtside 2	US	Nov 1
Knockout Kings 2000	UK	Nov 12
Major League Soccer	US	Nov 17
Resident Evil 2	US	Nov
NBA Live 2000	UK	Nov 19
NBA Showtime	US	Nov 3
Nuclear Strike	UK	Nov
Puyo Puyon Party	Jap	Nov
Rainbow Six	UK	Nov
Ready 2 Rumble	UK	Nov
Resident Evil 2	US	Nov
Ridge Racer 64	UK	Nov 19
Shadowgate Rising	UK	Nov
Smash Brothers	UK	Nov 26
South Park: Chef's Luv Shack	US	Nov
Space Invaders	US	Nov 18
Supercross 2000	US	Nov 24
Toy Story 2	US	Nov 23
Worms Armageddon	UK	Nov
WWF Wrestlemania 2000	UK	Nov

DECEMBER

Castlevania Special Edition	US	Dec
Cyber Tiger	UK	Dec 31
Donkey Kong 64	UK	Dec 3
Harrier 2001	US	Dec
Harvest Moon 64	UK	Dec
Namco Museum 64	US	Dec
Resident Evil 2	UK	Dec
Rocket: Robot On Wheels	UK	Dec
South Park Rally	UK	Dec

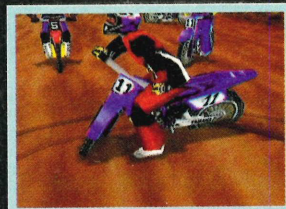
Supercross 2000	UK	Dec 17
Top Gear Hyperbike	UK	Dec
Top Gear Rally 2	UK	Dec
Vigilante 8: Second Offense	UK	Dec
WCW Mayhem	UK	Dec 10
Xena: Warrior Princess	UK	Dec

2000

A Bug's Life	UK	Jan 07
Asteroids Hyper 64	UK	2000
Banjo-Toole	UK	2000
Battlezone 64	UK	Jan
Blues Brothers 2000	UK	2000
Castlevania Special Edition	UK	Feb
DethKarz	UK	2000
DethKarz	US	2000
Die Hard	US	2000
Doshin The Giant (64DD)	Jap	2000
Duck Dodgers	UK	Feb
Earthbound	UK	2000
Eternal Darkness	UK	2000
Excite Bike	UK	2000
Hydro Thunder	UK	Mar
Hype: The Time Quest	US	Mar
ISS Millennium	UK	Jan
Mario Party 2	Jap	2000
Mario RPG	UK	2000
Mini Racers	UK	2000
Ogre Battle 3	US	2000
Perfect Dark	UK	April
Pokémon Snap	UK	2000
Pokémon Stadium	UK	2000
Rally Masters	UK	2000
Riqa	UK	2000
Space Invaders	UK	Jan
Spider-Man	UK	2000
Starcraft	UK	Jan
Tarzan	US	Jan
Taz Express	UK	Mar
Tetris Attack	UK	2000
Toy Story 2	UK	2000
Turok 3: Oblivion	US	2000
Twelve Tales: Conker 64	UK	2000
Ura-Zelda (64DD)	Jap	2000
X-Men	US	2000
Zelda: The Continuing Saga	UK	2000

DATES TO BE CONFIRMED

3Sixty	US
4x4 Mud Monsters	US
Airport Inc	UK
Alien Saga	US
Alone In The Dark 4	UK
Animaniacs Ten Pin Alley	US
Bassmasters 2000	UK
Batman	UK
Bomberman 2	Jap
Caesar's Palace	US
Cenzo's Carnival Adventure	US
Custom Robo (64DD)	Jap
Daikatana	US
Derby Stallion 64	Jap
Donald Duck	UK
Dragon Sword	UK
Excite Bike 64	US



Extreme Sports 64	UK
FIA Formula 1	UK
Fighter's Destiny 2	US
Fire Emblem 64	Jap
F-Zero Xpansion (64DD)	Jap
Ghouls & Ghosts	Jap
Grand Theft Auto	UK
Harvest Moon	UK
Hercules	US
Jeff Gordon XS Racing	US
Jest	UK
Jungle Emperor Leo	Jap
Kirby 64	US
Kobe Bryant 2	US
Looney Tunes: Space Race	UK
Madden 2000	US
Magic Flute	Jap
Mega Man 64	Jap
Metal Gear	Jap
Mortal Kombat: Special Forces	US
Mother 3	Jap
Neon Genesis Evangelion	Jap
NBA Live 2001	US
NFL Blitz 2000	US
Nightmare Creatures II	UK
Ogre Battle 3	UK
Polaris Snocross	US
Puma Street Soccer	UK
Quest 2	US
Rev Limit	UK
Ridge Racer 64	US
Road Rash 64	UK
Robocop	US
Rollerball	US
Ronaldo Soccer	UK
Shadow Man 2	UK
Sim City 2000	UK
Sim City 64 (64DD)	Jap
Snowboard Kids 2	UK
Spooky	US
Spy Hunter	US
Sydney Olympics 2000	US
Tazmanian Express	US
Thornado	US
Thrasher: Skate And Destroy	US
Top Gun	US
Velocity	US
Wetrix 2	UK
Wild Waters	UK
Win Back	UK
X-Men	US
The Young Olympians	US



Resident Evil 2



Ridge Racer 64



Zelda: The Continuing Saga



Perfect Dark

64

MAGAZINE CHARTS

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THIS MONTH	LAST MONTH	GAME	PUBLISHER	64 MAGAZINE SCORE
1	-	Michael Owen's WLS2K	THQ	91%
2	-	Rugrats Treasure Hunt	THQ	44%
3	-	Mario Golf	Nintendo	88%
4	-	Duke Nukem: Zero Hour	GT	90%
5	-	Hybrid Heaven	Konami	81%
6	7	Goldeneye	Nintendo	95%
7	8	V-Rally	Infogrames	69%
8	10	Mario Party	Nintendo	80%
9	6	Star Wars: Episode 1 Racer	Nintendo	90%
10	-	Super Mario 64	Nintendo	92%

You can win a £50 voucher to spend at your local GAME shop! All you have to do is predict the top three games in next issue's chart and send your predictions to
Chart Compo, 64 MAGAZINE, Paragon House, St Peter's Road, Bournemouth BH1 2JS!

SHOWCASE

64

MAGAZINE

GIZMOS & GADGETS

XPLORER 64

BLAZE • (01302) 325225 • £34.99

Up until fairly recently, if you wanted to use hardware-driven cheat codes with your N64 games you were limited to the Datel Action Replay. Now though you've got a choice, as Blaze has brought out its Xplorer 64. This works in much the same way as the Action Replay, with a few useful changes. The first is that it can handle tricky games which are coded to protect against this kind of meddling by way of four boot modes, one of which should work with any N64 title currently available.

The second new (and rather neat) thing about the Xplorer 64 is that if you've got a friend who also has one then you can download cheats from one cartridge to another by connecting them together. We tested the Xplorer on a whole host of games including *Zelda* and it came up trumps every time. To get all the new codes for the cartridge visit <http://www.x-plorer.co.uk>, or check out 64 MAGAZINE's Cheat Central!

64 MAGAZINE rating:



19

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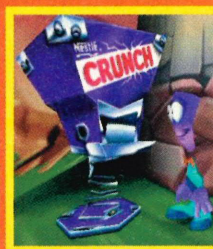
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WIN!

CASES OF CHOC & TONIC TAT!



Remember in issue 31 that in our review of *Tonic Trouble* there was a picture of a popcorn maker with Paul Newman's face on it? What we didn't know at the time was that in the US the game is actually sponsored by the twinkly-eyed saladmeister, but in the UK Ubi Soft has teamed up with Nestlé Crunch. The problem was that we'd inadvertently

been given a version that didn't include the Nestlé ads. So to make up for this, Nestlé and Ubi Soft are offering 64 MAGAZINE readers the chance to win a bunch of *Tonic Trouble* goodies and loads of Nestlé Crunch! One lucky reader will walk away with four months' supply of chocolate, a copy of the game, a *Tonic Trouble* squishy evil tomato and a keyring Ed the Janitor, while ten runners-up will get themselves a tomato and an Ed. All you have to do to be in with a chance of stuffing yourself silly with chocolate and crisped rice is answer the following question!

George Clooney was attacked in a movie by which murderous vegetables?
A: Tomatoes B: Courgettes

Answers on the usual postcard to *Ooh My Cavities compo*, 64 MAGAZINE, Paragon House, St Peter's Road, Bournemouth BH1 2JS. Get it here before December 2 or we'll unleash the killer tomatoes (and if that's not a hint, we don't know what is!)



64 Magazine Issue 33 1999

When I'm

20

Mad Mario Mangler

DEAR 64 MAGAZINE,
Would anyone else out there like to string Mario up by his fat gut and fire arrows at him? Because I would. No, I'm not a deranged physcopath [sic], but an annoyed N64 fan. Who in their right mind would think "I've got the perfect character for a game, a fat Italian plumber with a gimpy brother! I know, let's make him the mascot for our machine!" Why did they do that? Sega has a superspeed hedgehog, Sony has a spinning bandicoot, and

Nintendo has... a plumber. The obvious mascot would be the superb Banjo - what could be better than a hillbilly bear who plays the banjo?

Mario is dead, long live Banjo!
Phil, no address
PS: Please enlighten me on how to spell 'physcopath'.

I think it's spelt 'Phil'.



to know is, is it about the Harrier aircraft, when is it coming out in the UK and does it look any good? I also noticed a game in the 'dates to be confirmed' list called *Airport Inc.* Is this game going to be a flight sim, does it look any good, and do you know when it will be released? Another game that caught my eye on the same page was *Top Gun*. Please inform me about this game as well. One more thing, keep

up the good work on this excellent mag!
Andrew Mintey, Swindon

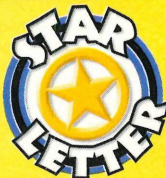
Harrier 2001 is about the Harrier aircraft, a UK release date hasn't been set (though it probably won't be until next year) and based on what we've seen of it so far, it looks very promising indeed! We have very little info on *Airport Inc* beyond the fact that it will apparently be a *Sim City*-style management sim, and *Top Gun* was announced as a title a while back but since then no further news has been heard.



Cut down in its prime to a mere one page, but our letters section keeps on delivering!

STAR PRIZE

The star letter each issue wins all this N64 stuff! What more incentive do you need?



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Plane Crazy

DEAR 64 MAGAZINE,
As an aeroplane fanatic I like flight simulators for my console, but whenever I look at the release dates on the Gamewatch page I keep on getting disappointment after disappointment. However, when I bought issue 30 and looked in the release dates section, I saw that a game called *Harrier 2001* would be released in September, but in the United States. What I would like

Um, Quite

64's getting on down!

Yo 64 in your face! Your mag's so great I wanna kiss your face! Perhaps not then! Perhaps not now! But I know 64's gonna get it on down!
David Hawkes, Stone

Well, that was certainly worth the price of a stamp...

PRIZE WINNER

Ideas Incorporated

DEAR 64 MAGAZINE,
I am worried about the future of the game industry. Since the birth of the N64 there have been major advances in gaming, but I'm worried about how long this is going to last. Lately, it seems it's just the same people coming up with the same ideas, just in different styles. *Quake*, *Turok* and *Duke Nukem* are all the same, as well as *Mario* and *Banjo-Kazooie*. Why don't developers come up with new ideas? Are they scared they won't sell? This is not just on the N64, it's all over the console world. We seem to be starved of ideas.

What I suggest the companies do is get in new people with no previous experience or knowledge of gaming ideas. This would give

them a fresh perspective, and since new ideas need to come from somewhere (they certainly aren't coming from the developers) this seems to be the only way of doing it.
David Baulch, Nottingham

To a certain extent, developers are afraid new ideas won't sell. With games now costing millions rather than thousands to develop (the wage bill alone for a typical seven-person team over two years is a scary sum) many companies can't afford to risk spending that kind of money on an unproven concept. Instead, it's safer to take a proven success and do something similar.

The problem with getting people who know nothing about games to provide ideas is that you're likely to end up with concepts that hardcore gamers would rather gnaw off their own thumbs than play. *Myst*, anyone?



**"Absurdly
enjoyable,
maddeningly
tricky, and
still insanely
playable."**

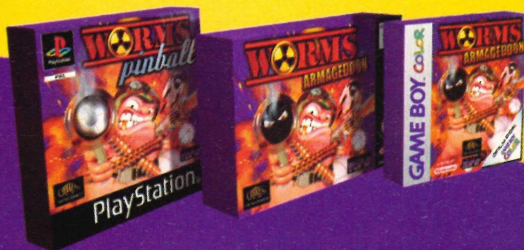
91%

N64 PRO



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exploding sheep and even pump action teamplay modes to your gaming diet -
all wrapped in the classic WORMS gameplay
which nature says is good for you.



WORMS ARMAGEDDON



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*PlayStation Version - Chartpak 1998
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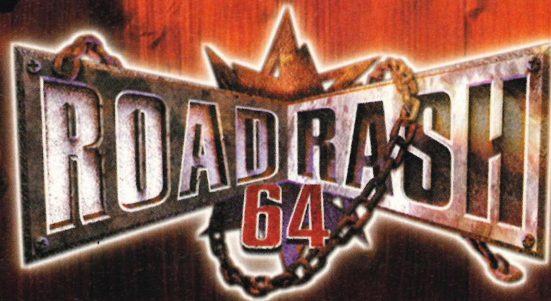
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Available Late November



Jet Force Gemini

"Ah. Big guns..."

It's been a long time since *Zelda*, *Perfect Dark* has rolled back into the new millennium and *Donkey Kong Country* lumbers under the weight of a £60 price tag. There's a lot of pressure on the three-strong *Jet Force Gemini* team; rescuing Nintendo from its own laggard development schedules is a more daunting task than any intergalactic adventure!

So it's with considerable relief we can confirm that Rare's lowest profile release is another huge hit. This is entertainment on a grand scale, on another level to the

rest of the clone-driven, deadline-throttled gaming industry.

The plot is fairly perfunctory, with the peace-loving Union giving ground to the dictator Mizar until they too fall into the tyrant's claws. The Jet Force fleet has been trashed, just a single ship surviving with its twin crewmembers, Juno and Vela, plus ship mascot Lupus – a dog with rocket propulsion! As Mizar's forces close in, the team split up with Juno ending up on Goldwood, a jungle planet populated by peace-loving natives called Tribals. These are now being enslaved by Mizar's



The graphics are unrivalled on N64!



▲ Tiptoeing around a lava lake, blasting drones and rescuing Tribals is one of *JFG's* easier tasks! Things get a lot tougher later on.

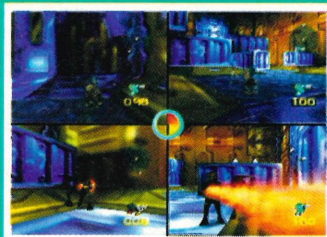
Jet Forces

Jet Force Gemini has a number of multiplayer games to try. Here's the lowdown...



Co-Op Mode

Two players battling through the game at once? 'Fraid not – the game merely gives player two control of Floyd the Droid. This character is essentially an on-screen gunsight, significantly reducing the processor demands. It's mildly diverting fun, but hardly stunning.



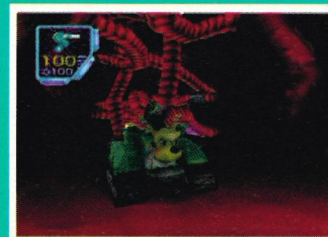
Battle Mode

A two-to-four player battle mode was inevitable, but it has to be said it's not ideal for *JFG*. The view of your target is heavily obscured, both by your character blocking your view and by extending the distance between your viewpoint and your enemies.



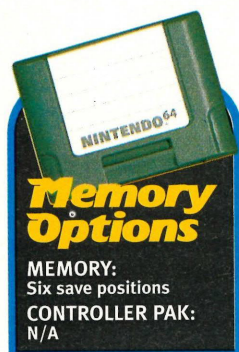
Target Practice Mode

Sounds dull, but is in fact a stylish homage to Namco's *Starblade*. Basically, the N64 controls your flightpath through a battleground with all four players having their own cursor to shoot Drones – and avoid shooting Tribals.



Racing Mode

Progress far enough into *JFG* and you'll get to participate in a simplistic race game, with a choice of either behind-the-car or top-down perspectives. Win the race and you then unlock a multiplayer version. *F-Zero X* it isn't, but it provides some laughs.



Memory Options

MEMORY:
Six save positions
CONTROLLER PAK:
N/A



\$64,000 Question

- Huge landscapes worthy of 128-bit gaming
- Innovative control system
- Superb, event-reactive soundtrack
- Tons of multiplayer mini-games
- Disappointing multiplayer modes
- Some slowdown during big battles

Ninfo

PLAYERS



EXPANSION PAK



RUMBLE PAK

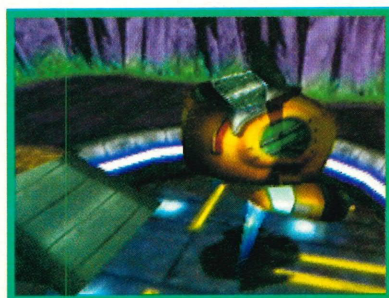


Publisher: Rare
Developer: Rare
Game Type: Shoot-'em-up
Origin: UK
Release: November 12
Price: £39.99

insect-like Drones, and the way to bonus points throughout is to rescue Tribals.

Dangerous Dreams

Jet Force Gemini originally seemed like *Banjo-Kazooie* with a sci-fi twist and, of course, big guns. But a scant few months prior to launch, the *JFG* crew were given a sharp genetic jolt, previously kiddie-style characters lurching into a premature adolescence. Vela is too oddball to be truly sexy (something about the blue hair), but she's got the shortest skirt in videogaming history and the 'big guns' crack is now something of a double entendre. Juno is still a little young to be a starship captain, but he's a much more realistic and imposing figure than before. As you can see from the screenshots, the detailing on the characters is fantastic and animation is generally impressive (cartoon jumps aside). Lupus, the mascot dog, is perhaps the best animated of all, putting on a superb display of scratching whenever he gets bored.



▲ Juno's ship swoops down onto Rith Essa, a deserted mining colony, in one of *Jet Force Gemini*'s numerous cut-scenes.



As for the enemies, the insectoid Drones are oddly menacing for cartoon-style characters. They aren't the ghoulish freakoids of *Quake* mythology, but there's a genuine intelligence in their movements which makes their compound-black eyes quite spooky. And later on, happenstance transforms them into some really nightmarish monsters. Whatever their shape, heavy firepower rips characters apart in a most satisfying spray of bodyparts and blood. Even better, the cutesy Tribals are eminently shootable – which is both good for a laugh, and ups the challenge when you're going for records, as a casual shot can be completely disastrous!

FMV Flicks

The game's graphic engine is unrivalled on N64, particularly when handling numerous FMV sequences which are so brilliantly composed as to rival even *Final Fantasy*'s mighty CD-streamed, pre-rendered epics. *JFG* is an adventure that truly comes alive with its characters. The opening FMV is breathtaking, but cut-scenes run throughout the game filling in various pieces of backstory. The storytelling is beautifully done with a uniquely British, very Rare sly humour – a revered priest is flattened by a rocket, a trio of Tribals are lined up before a firing squad! Sony has made big claims for PlayStation 2's 'emotion chip', but all the best Nintendo

the future is DVD

Do you want to know more? yes





software is built around emotion and this is a game which really involves the player. Rare's 3-D skills are perfectly matched on the audio front; besides a cacophonous set of gunfire sound FX, there's some fantastically cinematic music. One alien planet enjoys a soundtrack which sounds a near cousin to the eerie chimes *Star Trek* movies use for their very spookiest moments!



Arcade Annihilation

So. We've got a great cast, amazing cinematics and wonderful sound. What about the game itself? Well, of course, there's the guns...

Warfare is about two things, fighting and manoeuvring. Whereas *Goldeneye* was, at root, all about combat as best typified by the excellent sniper rifle, *Jet Force Gemini* is all about mobility. For *Goldeneye* addicts, the temptation will be to hold down the R button for first-



person perspective, picking off enemies with 007 precision. However, doing this is slow and freezes the player's position – far smarter, and more fun, to charge in and let the auto-aim tackle the insects on the run. There are, of course, moments where you need precise fire – your weapons include a sniper rifle, and enemies on high positions will need to be picked off – but this is a much more arcade-style experience. If *Goldeneye* was about a

Foxy Firepower



Jet Force Pistol

Reasonably accurate, but rapid-fire eight shots and it'll overheat and lock up for a few seconds before it can be used again.



Machine Gun

Inaccurate and can blow up if overused, but hugely lethal at short range. Eats ammo like a fat bloke eats pies.



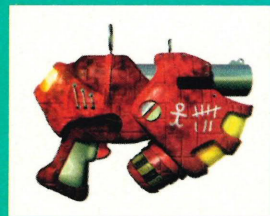
Plasma Shotgun

Holding down the trigger button builds up the lethality charge, just like *R-Type*. Handy for wasting the tougher enemies.



Homing Missile Launcher

Exactly what it says on the tin, with the bonus of a very cool targeting cursor.



Tri Rocket Launcher

Does, indeed, fire three missiles at a time and they're all loaded with mega-TNT.



Sniper Rifle

The *Goldeneye* weapon of choice, complete with zooming sniper scope. Not something that can be used on the run, though.



Flamethrower

Short range, but very destructive! The main problem is keeping it stocked with fuel, as it runs out very quickly.



Shocker

Fry that sucker! Delivers a lethal electric shock, which really makes Lupus yelp in multiplayer Battle mode. Great fun!



Grenades

Excellent when taking out Drones with shields. You need to conserve them as they're quite rare (no pun intended).



Shuriken

Razor-edged throwing stars with a homing mechanism! The truly sadistic can slice off the heads of Drones – or Tribals!



Remote Mines

Press fire once to deploy, then wait for a Drone to appear and press fire again to detonate. Instant limb separatage!



Proximity Mines

Once deployed, it's wise to stay away – these spiky little devils detonate when they detect movement nearby.



Cluster Bombs

A grenade which splits into lots of little sub-bomblets for massive destruction. Ideal for pure slaughter.



Flares

Not really a weapon, just a way of lighting up the dark passages when you don't want to waste any ammo.



9mm silenced round drilled through the temple at a hundred paces, *JFG* is about plasma shotguns and Tri Rocket Launchers at point-blank range; the biggest danger is blowing yourself up!

By any conventional, realistic standards you'd need to train for

Nuclear-scale tactical fireplay!

aeons to master this hardware. Fortunately, Rare takes an arcade approach, providing an abundance of energy and continues so that you can stumble through the nuclear-scale tactical fireplay and still progress to new levels. The sheer outrageousness of the firepower means there has to be more to the game, and there certainly is, with numerous puzzles, sub-games and quests.



▼ Even the Character Selection screen is a work of art and comes complete with humorous bio-scan feature.



But let's begin with the firepower. The opening levels, much like *Banjo*, are basic training and the emphasis is on reaching level's end with all enemies dead. Many of *JFG*'s doors are 'life force doors' – meaning you have to kill everything for them to open. To underline the arcade mentality, exiting these levels brings up a host of stats on enemies killed, Tribals rescued, time taken and so on. The idea is that there's always more to do – even when backtracking the challenge is still there.

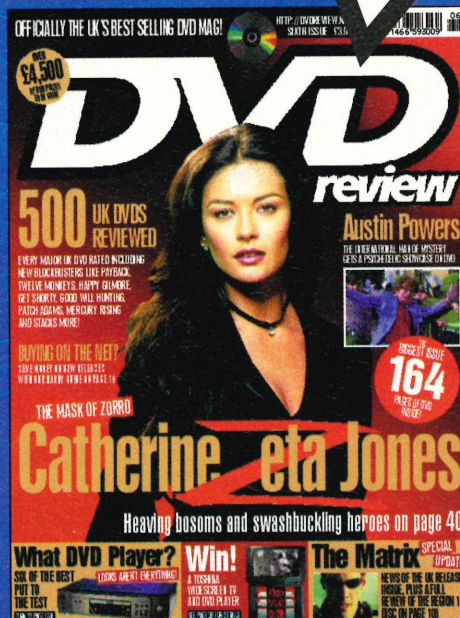
Rocketship Rage

As you progress through these levels, observant players will keep stumbling

on new weapons chests, thereby gaining a huge range of firepower. As you can see from the boxout, it's not just a case of bigger bullets – each weapon has its own way of working. Moreover, some weapons also serve to unlock hidden areas by simply blasting away pieces of scenery.

Once equipped with a reasonable set of firepower, you'll notice the game opening up. You get to jump off planet – there are no fewer than nine distinctly different environments including Mizar's Palace, the Battleship Sekhment and the once tranquil forest planet, Goldwood. The SS Anubis is a capacious cargo ship, and it's here that you're reunited with

DVD review



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▲ Despite the cartoony style, the way bugs splatter apart in a shower of blood and body parts is highly satisfying!



opening new areas in previously explored levels. The game branches yet again when you find Lupus, the flying dog, and the ultimate objective is to

Vela. At this point the game branches, with two separate adventures in play. You can switch between characters at will, but their missions are different even though they can visit the same areas. Their different skills – such as the blue-haired Vela being able to dive

deeper than other characters – mean there's plenty of

bring all the characters together at Mizar's palace for what will be an epic final confrontation.

This would be more than enough for most games, but there are also specific missions which can be uncovered. For example, on one of the early levels Lupus can activate a Floyd mission,



▼ Lupus's low-slung viewpoint makes him the most effective in gunfights. His bite's worse than his bark!

which has the droid flying through tunnels at *Wipeout* speed, collecting fuel cells and blasting enemy forces. And there are no fewer than three multiplayer games, plus a final secret mission if you finish the game.

Of course, there are those who will complete the game in a few short days of manic gameplay, but there's so much to this game, so many secrets to pull you back in, so much enjoyment along the way that it trashes anything yet seen on CD. That said, *JFG* is still, at one level, something of a kludge. It lacks the precision engineered platforming engine of *Banjo-Kazooie* or the elegant stealth system from *Goldeneye*. However, it's still simply riotous entertainment and a breathtaking arcade blast which makes the N64 essential. ■

2nd opinion

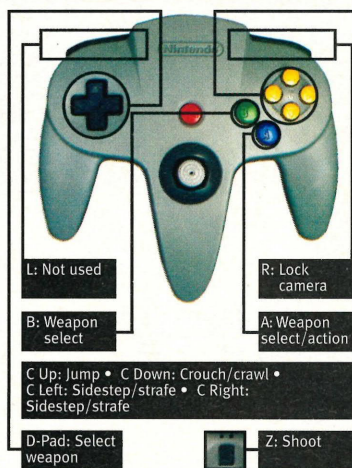
Spectacular visuals. Excellent music. Awesome weapons. Massive challenge. But... Unlike other Rare games like *Goldeneye* or *Banjo-Kazooie*, which were so addictive and involving that the real world faded away during play, with *Jet Force Gemini* I was always aware that I was just sitting in front of a television playing a videogame. The all-important hook that makes a game compulsive just didn't seem to be there. The bus-sized turning circles of the characters, occasional slowdown and irritating camera didn't help. Yes, it's still a good game, but measured against Rare's previous classics it falls a bit short.

ANDY McDERMOTT

Rating



64 Bottom Line Controls



Alternatives

Goldeneye: Nintendo
Reviewed: Issue 5, 95%
Quake II: Activision
Reviewed: Issue 30, 93%

Rating

Graphics



Audio



Gameplay



Challenge



Overall

91%

Soundbite

Big guns. Big fun!

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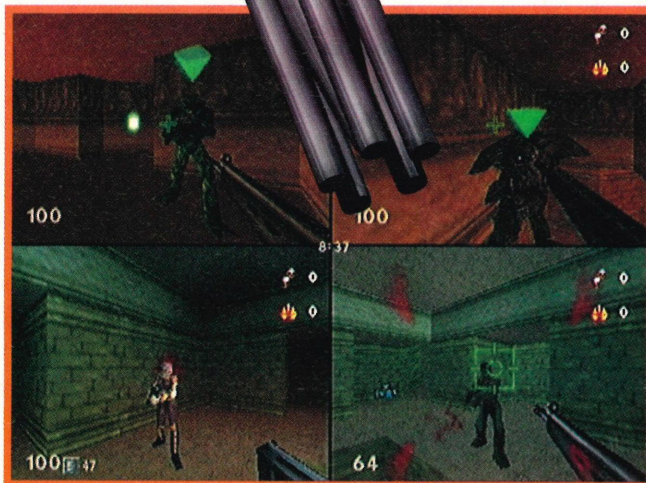
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Turok: Rage Wars

Is this the ultimate add-on to the ultimate dino hunting game? You bet your life it is!



▲ This is where it all starts! Choose your weapon carefully, because once you're out there in the arena there's no turning back!

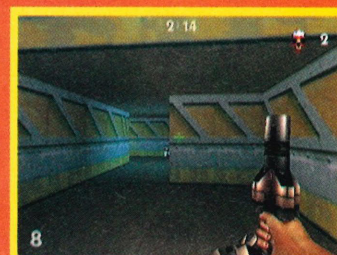


► If you target someone then make sure you blast them with all your might. If you don't, you could end up in some serious mess!

Sequels. Love them, hate them or remain indifferent, they are an integral part of today's media. Imagine where we'd be without them. We'd never know that old asthma chops was Luke's daddy, we'd never know how *Goldeneye* could possibly be bettered, but more importantly than that, we'd never have as much fun. *Turok: Rage Wars* isn't a sequel though, it's

A Deadly Friend!

If you find yourself seriously outnumbered or cornered in a bad situation, try tinkering around with this little devil! It's a cunning piece of kit. First you throw it at a wall, then it embeds itself into the concrete and monitors the surroundings. If a daft enemy comes ambling towards it, it will then unleash a volley of deadly bullets that rip through everything. They don't come along very often but when they do the result is gore by the bucketload! Yummy!





The multiplayer modes are stunning!

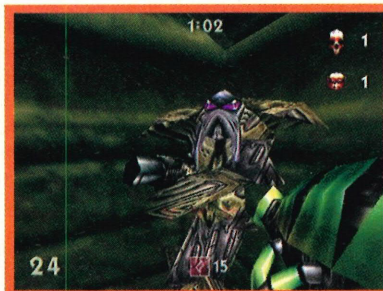


disposition with fewer friends than Mr Bean, remind them that they can enjoy a four-player deathmatch on their own, and hey presto, you have cold hard cash being delivered straight to your door.

To some extent it is. The deathmatches are all there, but they have been lovingly improved upon. Firstly, the game engine has been cranked up until you could almost imagine a dodgy Scottish accent shouting, "She cannae take it, Captain!" somewhere in the distance. The speed of play is notably smoother than *Turok 2*, with the cameras literally pirouetting around corners. The speed of opponents is frighteningly fast too, with raptors and guardians lunging towards you at an almost skin-shuddering velocity and it soon becomes a test of nerve whether you are able to handle the pressure.

The single-player option in *Rage Wars* wasn't a totally necessary touch, but it adds a further depth to the game and even allows you to

▲ If you are a particularly good shot (like us lot) then when you complete a level successfully you'll be awarded a present. Ooo, an eagle talisman!



something far more interesting than that. It's as if the best bits of *Turok 2: Seeds Of Evil* have been lovingly pruned, dipped in industrial strength rooting powder and allowed to grow into some enormous carnivorous monster. This is the pure essence of gameplay.

Cerebral Bore

Initially *Turok: Rage Wars* appears to be nothing other than frag tags and deathmatches bundled onto a cart for those four-player fanatics who sadly lack the comfort of human contact. If you were really sly, you could suggest that it was a shameless cash in. Simply throw together the old game, aim it towards those of an antisocial

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher: Acclaim
Developer: Iguana
Game Type: Shoot-'em-up
Origin: USA
Release: Out now
Price: £39.99

Memory Options

MEMORY:
N/A
CONTROLLER PAK:
Saves position



Oi! Fat Bloke!

This has got to be one the most insane, and cruel, weapons to be included in *Rage Wars*. It goes by the name of the Inflator, and to quote a well-known varnish advert, it does exactly what it says on the tin!



Step One

Firstly, select your fat, juicy, plump victim. Take aim with your patented Inflator then carefully squeeze the ergonomic trigger. Gently now, we don't want to miss and hit a friend, do we?



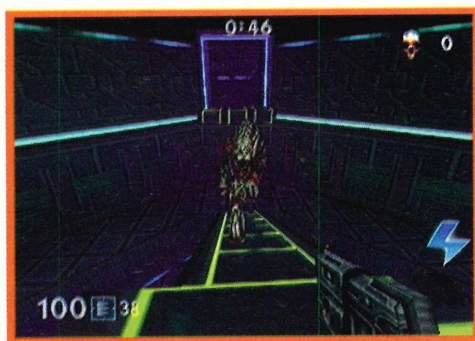
Step Two

The juicy victim will now begin to grow. Follow the poor devil and keep firing that red laser up its bum. Eventually it will become so big it could appear of *Killroy* complaining of Fatism.



Step Three

The lumbering hulk is quite literally about to pop. You could finish it off by hitting it with the Inflator again, or you could swap to another weapon, take aim and... well, you can imagine the rest can't you?



experience some kind of storyline, which is a bonus! We ask for blood, guts and guns and we get blood, guts, guns and storylines. Why, thank you! Choosing from one of four characters from *Turok 2* to start with, you then enter a quest of destruction. Slaughtering your way through varying

scenarios, the single-player mode allows you to hone those all-important skills of butchery and barbarism which come in extremely handy later on. They aren't what make this game, though. Admittedly, it is fun knowing you are given challenges where you only have one life and have to fight your way out of a raptor pit, but where *Turok: Rage Wars* bursts into fruition is the multiplayer modes. These, ladies and gentlemen, are stunning.

during two-player games. Go on, think about it. What would you really like to happen? Would you like to stalk each other through a silent trap-filled maze? Would you like to go co-op and frantically try to fend off hordes of compies, mutants and deformed insectoid maniacs? Yes? Well, your wish is *Turok's* command. It goes one better though, delivering some truly innovative surprises and in doing so it also proves itself to be much more than a shoddy cash-in on *Turok 2's* success. You can go raptor hunting, where you desperately try to escape through a waterlogged facility while the dastardly dinosaurs

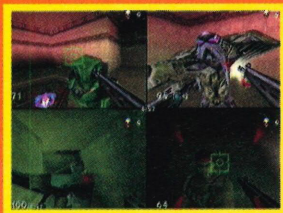
Four Play!

There are four modes of play for the four-player games and each of them is slightly different. Here they are in the definitive, if somewhat blood soaked, guide!



Gauntlet Mode

This is your basic slaughterfest. You choose your character, allow the CPU to choose the battle arena, then go all out to kill as many of your friends in the time as possible. It's wholly gratifying, extremely bloody and a right old laugh. It resembles *Turok 2's* deathmatches more than the others do, but it's still a lot of fun!



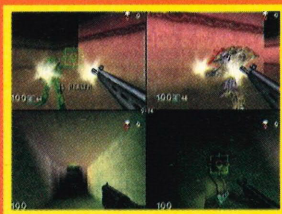
Flag Mode

Capture the flag! The first one back to their area with the flag wins! It's a bit like paintballing, but without the mess. It also gives you an adrenaline rush the moment you see that flag and go running for it. It's definitely more fun to be the hunter though!



Team Mode

Choose between four teams (Coyote, Snake, Bear or Wolf) then enter the arena. People on your team will not fire at you and you can work in conjunction with them to wipe out everyone else. As with everything else in *Rage Wars* though, they are fully alterable. You can have friends trying to kill you if you please and if you feel really daring, you can go head to head with three enemies all on the same team! This is for maniacs only, though!



Frag Tag Mode

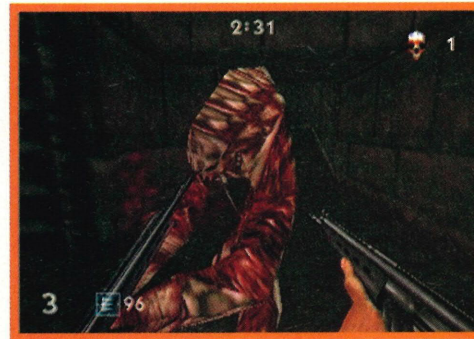
You're it! This is basically a sanitised version of fox hunting. One poor soul will be the hunted, the others will go out hunting! You can transform into all sorts of animals, including monkeys and chickens, and you are armed with nothing but your wits. Luckily, if you touch a transporter you can turn your rivals into chickens so they become hunted instead. Gory!

Scorpion Launcher

First, the two-player modes. Imagine what you would like to be able to do



▲ You know they've had it when they gradually begin to fall backwards. Another shot will send him on his way nicely!



▲ If you hit someone hard enough from underneath then they'll actually come flying off their feet. What a dangerous place this is!

swim after you a la *Alien Resurrection*. You can enter an arena almost unarmed and strategically place sentry guns everywhere in the hope your foe ambles past looking for you. You name it, and you can probably do it. Not even in the two-player mode does *Rage Wars* fully come to life though – it is when you can sit down with three other buddies... and blast the living crap out of each other.

Four Way Missile

There are four modes of play with four players, but this doesn't just limit you to four rigid set scenarios. In these separate sections you are able to alter almost every aspect of play to suit your needs. You can dictate which players side with you or would rather take your brains out with a warhammer, you can alter their skill and aggression meaning you could always have the upper hand if you're a softy, but best of all, you can do it without the normally prerequisite three mates.

Selecting a single-player/multiplayer game (now there's a paradox!), you can define exactly what you want to encounter. The virtual enemies are known as 'bots' and can be as stupid or as Einstein-like as you want. The AI is

tremendous, especially as you crank up the difficulty. They will backtrack down alleys or disappear around a bend, only to ambush you or release a volley of unstoppable shots just at that crucial moment. If you thought single-player deathmatches were going to be a breeze then think again – this can get as hard as any gathering of thumb-fatigued *Goldeneye* veterans.

Plasma Rifle

As far as criticism goes, there can only be one major grudge, but even then it holds no bearing on the four-player action. The single-player Quest mode is slightly too steep when it comes to a learning curve (imaging trying to push a Morris Minor up a cliff and you'll have some idea). The first boss, of which there are many, is coated in invincibility goo. Nice idea, but he's a swine to kill. However, persevere at it and you soon begin to realise that the game is allowing you to learn.

You quickly become deft at reading situations and learning what the game can throw at you, and before long you begin to memorise structures and

arenas which you will later traverse in frag tags and deathmatches. In fact, the whole single-player option acts as one big training ground for the true meat. After all, the primary reason for *Rage Wars* to exist is its ability to give the lone player that multiplayer feel, and it does that in abundance.

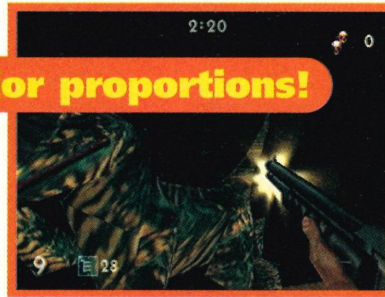


Stop That Monkey!

As with *Turok 2*, you can become an unfortunate primate and be hunted through a series of deadly arenas. You can also become a chicken, which is very bizarre. If this were *South Park* you'd be able to fire eggs out of your ass!



A bloodbath of major proportions!



\$64,000 Question

- ⊕ Smooth as a babies bum
- ⊕ Faster than before
- ⊕ Loads of arenas
- ⊕ Free reign over options
- ⊕ New weapons
- ⊕ One-man multiplayer action!
- ⊕ Same engine, just spruced up



▲ Being a hard bunch of chaps, who will give in first? Will it be the hard-looking insect with the gun or... the hard-looking insect with the gun?



Firestorm Cannon

Graphically, nothing much has changed from *Turok*'s last incarnation. The drones and firebombs are all just as we fondly remember them, and they still have that vacant 'please shoot me in the head with your Tek Bow' expression. Wonderful! Thankfully, the arenas have been designed in such a way that the hindrance of *Turok 2*, the fog, has been eliminated entirely. You can see for miles around a killing field and pop people off even before they know what has hit them. Again, this adds to the urgency and frenetic action of play that just keeps on building.

It all looks blisteringly good in hi-res with the help of an Expansion Pak, and although still maintaining the fuzzy, slightly out of focus look of almost every N64 game you'd be hard pushed to find such a satisfying killing spree this side of *Goldeneye*. That isn't to say it is the new *Goldeneye*, though. It still lacks that certain quality that set the Bond bonanza so far ahead of its contemporaries. The perfect, crisp arenas, the almost architectural layout with which the playing areas were designed all elude *Rage Wars* to some extent, but it makes up for any shortcomings with its sheer assault on the senses. The pick 'n' mix variety and combination of weapons, the vast labyrinth of arenas, the multitude of



SOS!

Some may have difficulty tackling the first boss, so here's a quick guide to placing him six feet under. Notice that he has a translucent gloom around him. This is his shield and needs to be taken down before any damage can be done. Snipe him from a distance, keeping him away from any health power-ups. Once his shield is down, he will momentarily fall to the ground. This is your only chance to kill him so go in fast, clobber him about the head a bit, then run before he has chance to get up. Keep doing this until he finally dies.

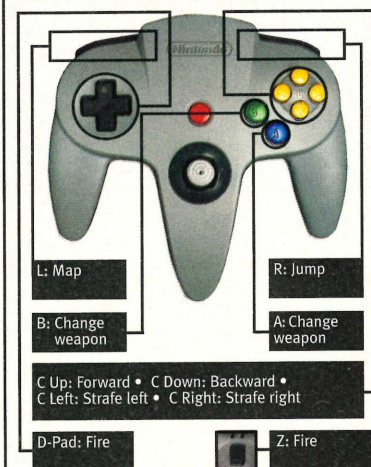
bots that can be maimed for your enjoyment... all these aspects give *Turok: Rage Wars* a distinctly different feeling from *Seeds Of Evil*. This isn't a cash-in, this is a bloodbath of major proportions!

Sunfire Pod

If you already own a gore-dripping copy of *Turok 2*, then you should already be familiar with the death-bringing expected of you. You can rest assured that with *Rage Wars* comes an even greater chance to unleash that anger. It doesn't pretend to hold a Shakespearean plot, nor does it pretend to be the next big thing in gaming. All it does, plain and simply, is entertain. It gives you blood, unadulterated slaughter and a rollicking good time to boot and for that it should be praised. Expect nothing like an alternative to *Goldeneye* and don't expect a serious contender to *Perfect Dark*'s imminent succession to the throne, but do expect the best thing in between. This, guys and gals, is the perfect stopgap to keep those bloodthirsty embers burning. What a corker! ■



64 Bottom Line Controls



Alternatives

Goldeneye : Nintendo
Reviewed: Issue 5, 95%
Turok 2: Acclaim
Reviewed: Issue 21, 90%

Rating

Graphics



Audio



Gameplay



Challenge



Overall



90

Soundbite

Blood, blood and more blood – bloody fantastic!

2nd opinion

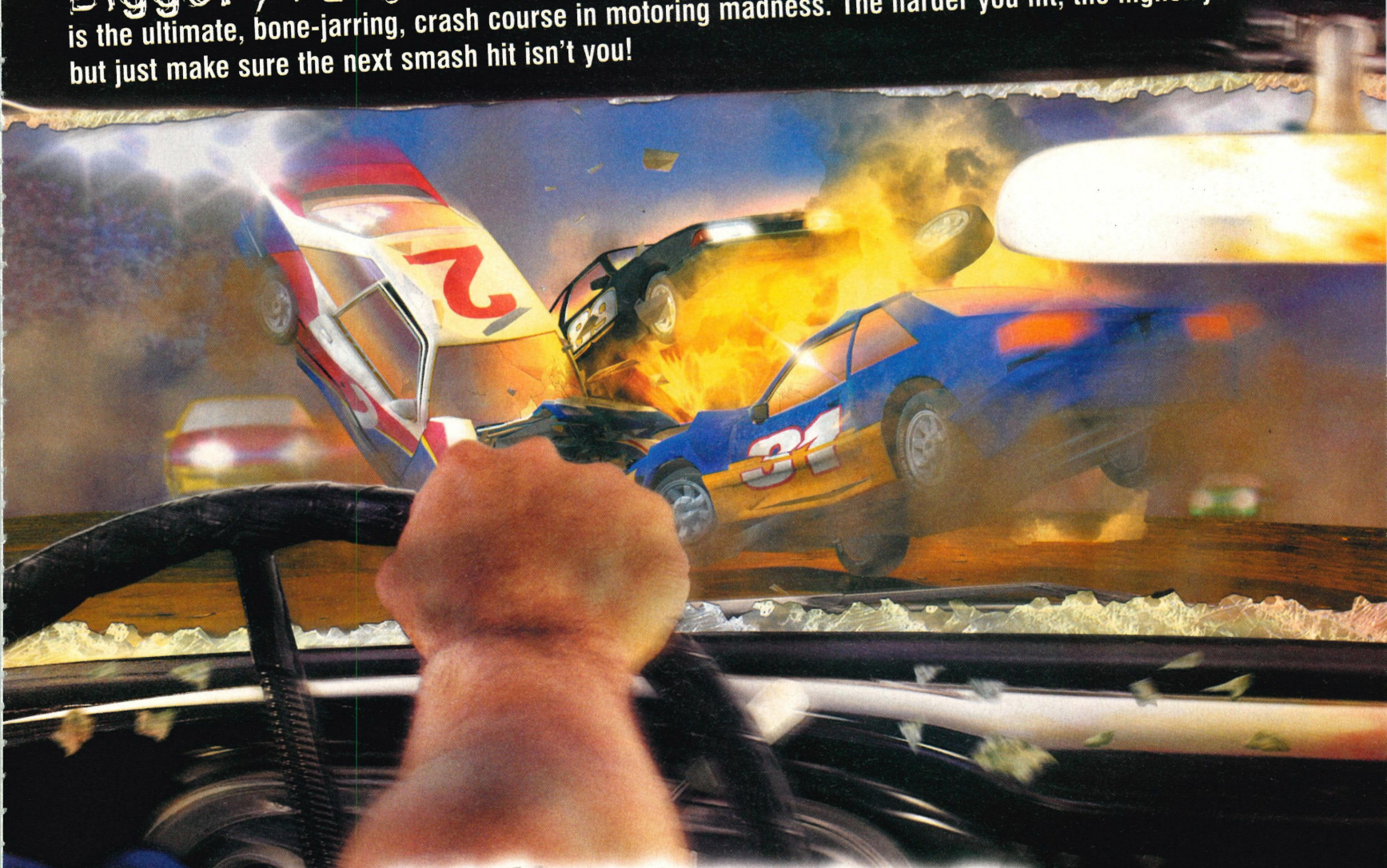
I wasn't sure about a game designed solely as a multiplayer, but I have to say it turned out quite nice! The engine's been improved since *Turok 2* and there are a mass of characters to choose from – plus you can play deathmatches without needing any friends! Cool! **ROY KIMBER**

Rating



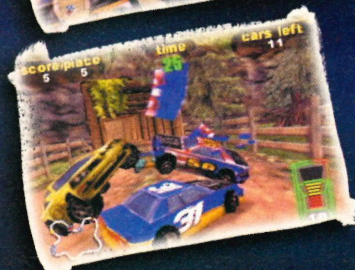
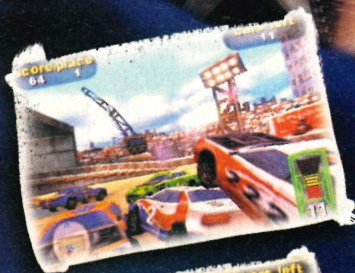
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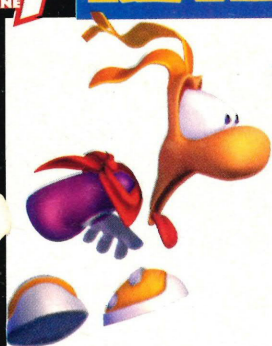


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Rayman 2

It's taken a long time for Rayman to reach the N64, but it was well worth the wait!



Ninfo

PLAYERS



EXPANSION PAK



RUMBLE PAK



Publisher	Ubi Soft
Developer	Ubi Soft
Game Type	3-D Adventure
Origin	France
Release	Out now
Price	£44.99



Memory Options

MEMORY:
N/A
CONTROLLER PAK:
Stores saved games
(one note required per
save slot)

Rayman 2 is the second in what you could call Ubi Soft's 'limbless heroes' series of 3-D adventure games. We say that because both *Rayman 2* and the previous Ubi Soft title *Tonic Trouble* feature main characters with one thing in common – while they have bodies, hands and feet

they don't actually have anything connecting the former to the latter.

Now you might argue that this is wholly a stylistic thing and the characters are deliberately designed like that to give them a distinctive look, but we're fairly sure the real reason is that it gives the animators less work. Whatever

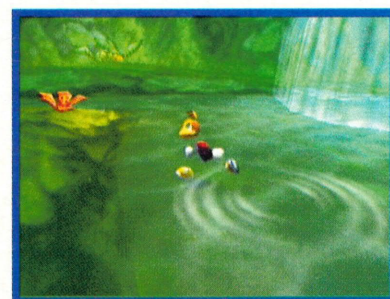
the motive though, it doesn't matter, because *Rayman 2* is, quite simply, a graphical masterpiece!

Shining Brightly

The storyline behind the game goes something like this: having successfully concluded his last adventure (the tale was related on a lesser console so it's not that important), Rayman has returned to his home planet only to find that a band of dastardly intergalactic pirates – are there any other kind? – have popped in for a visit and are busy enslaving the populace. Unfortunately Rayman only discovers this when the pirates capture him and throw him into a cell on their ship, so that is where the game begins.



Quite simply a graphical masterpiece!

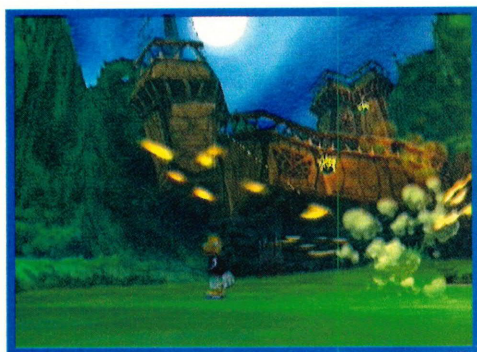


▲ There are loads of really nice little graphical details in the game, like these ripples when Rayman runs through shallow water.



Beam Me Up, Teensie!

Everything in the game is based around a hub world. To reach the hub from within a level you first need to free one of the trapped teensies, who then opens a portal with a little impromptu Russian dancing (well, it beats just waving a wand and shouting "Abracadabra!"). Once the portal is active, Rayman is sucked through.



The first task is to escape – once that's accomplished, Rayman must then track down his various friends in order to find out exactly what has happened since he's been away, and from there work out how he's going to go about setting things right. It transpires that the pirates have shattered the magical core of the planet which supplies everything with life energy, so Rayman must find and collect all the pieces to restore order. In addition, to defeat the pirates Rayman must first wake a chap called Polokus, and for this he needs to recover four masks which have been hidden at various secret locations. It goes without saying then that he's got his work cut out for him!

Escaping from the cell is fairly easy. It leads to a slippery slide down a chute,

at which point Rayman then enters the first level. This area is basically the first training section where we learn about Rayman's initial powers (he gains more as the game progresses) and also find out about the most important items in the game... the lums.

Cor, Lumme!

Lums are strange glowing lumps of energy with little wings (no, they're not related to Navi). The yellow ones are the shattered pieces of the planet core and you need to find them all in order to complete the game. Red lums give you more energy, blue lums give you air when you're underwater and purple circular lums can be used to swing from place to place, Tarzan-style. You need to use all the lums in conjunction with Rayman's various abilities in order to complete the game. In addition to this, there are other incentives for doing well. While you don't need to collect all the lums to complete a level, if you do manage to collect all of the yellow ones then you get access to a special bonus stage. The bonus stages generally consist of various races, which require you to almost destroy both your joypad and your fingers in order to complete them, but they're fun all the same.

First Impressions Last!

From the moment you turn on your N64 with the *Rayman 2* cartridge in it you know that you're in for a treat.



▲ The hub is actually a mysterious river and you reach each different level by diving into it at various points.



\$64,000 Question

- ⊕ The most gorgeous graphics of any N64 game so far!
- ⊕ The best animation of any N64 game so far!
- ⊕ Character handling: see previous point!
- ⊕ Difficulty level judged just right
- ⊕ A range of different sub-games provide variety
- ⊕ Central character is excellent!
- ⊖ Um... it's not *Perfect Dark*?



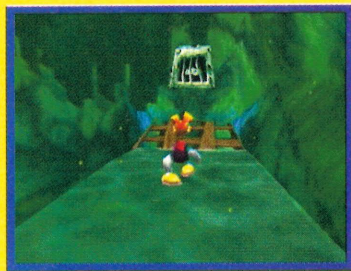
Basketball Bodypopping!

If you leave Rayman unattended for any length of time without pausing the game then he'll get bored and start playing basketball – with his own body! If that's not weird... well, we don't know what is!



Give Them Liberty... Or Don't!

Every level has a number of cages scattered around inside which the pirates have imprisoned lums. You need to blast the cages to set the poor little fellows free.



A highly addictive adventure game!

Graphically the game could almost be mistaken for a PC title – the visuals are that impressive. Even more impressive is the speed at which the game moves and the smoothness of the animation. When you see Rayman hopping about you pretty much expect at least a bit of lag in the controls because surely something which looks so nice can't

respond perfectly too? But it does. Control over Rayman is absolute, as he runs, jumps, rolls, flies, hangs and otherwise makes his way around the

Murphy's Law

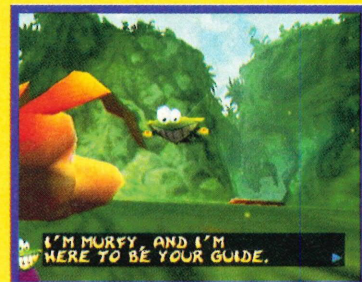
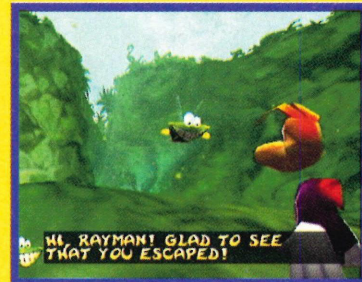
The tiny fellow with the huge grin is a Murphy. He pops up at various points throughout the game and gives Rayman handy hints to get him through tricky tasks or to help him learn about new powers. In the preview version he was a little rude and used to call Rayman 'Big Nose' but this has been changed – presumably Ubi Soft didn't want to risk offending any gamers with prominent hooters!



▲ While Rayman can swim, some water is dangerous either because it's polluted or because some rather nasty fish inhabit it.

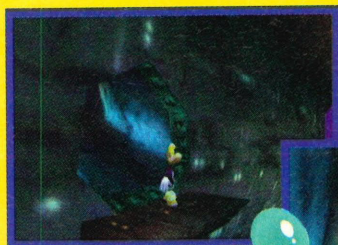


▲ Rayman's ears (at least they look like ears) can be used in a similar way to rotor blades in order to fly for short distances.



Escape To Victory!

The first thing you need to do is escape from the pirate ship and this is fairly simple (which is good, since until you've done this you can't do anything else). After a slippery slide down a chute inside the craft, Rayman finds himself on a ledge outside the ship trying to work out how he's going to get down to the ground... until Globox solves the problem for him and they both take the quick way down!



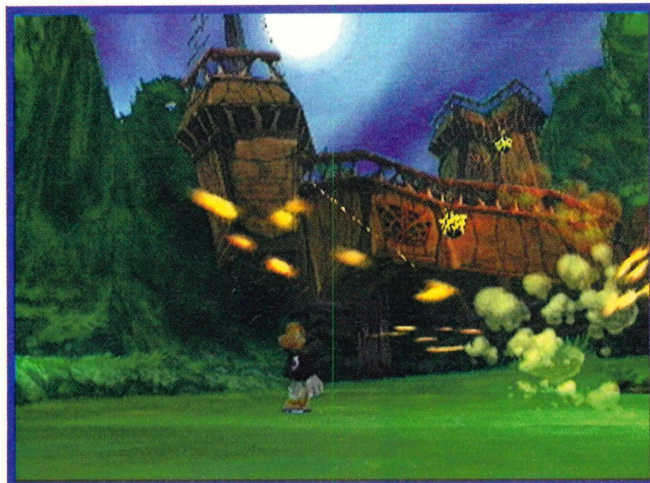
incredibly detailed levels of the game. In fact, you could hardly make him move any better if your brain were wired up directly to the N64!

Rayman 2 is a joy to play!

Usually, where 3-D adventures fall down is on the camera and the gameplay. The latter often just consists of wandering around areas pressing switches and killing bad guys, while the former (if badly implemented) can mean that the latter becomes not just boring but boring and irritating at the

► Swimming is always a bit of a nightmare in 3-D games but it's handled fairly well in this one. Couldn't be simpler in fact!

▼ In this section a pirate runs about like a nutter on the platforms ahead of Rayman and lobbs exploding rocks at him.



same time. Not the ideal recipe for enjoyment.

A Gleaming Masterpiece!

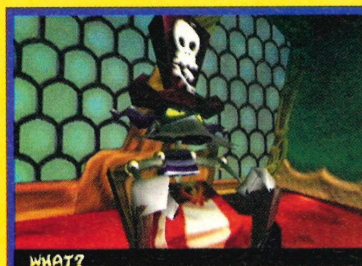
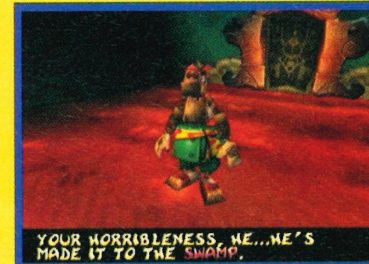
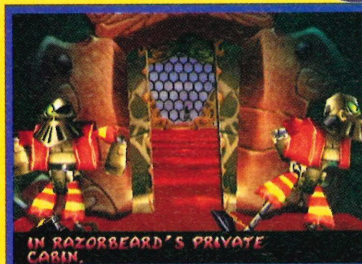
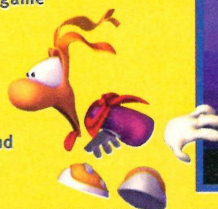
Rayman 2 though appears to have avoided these problems. The camera is

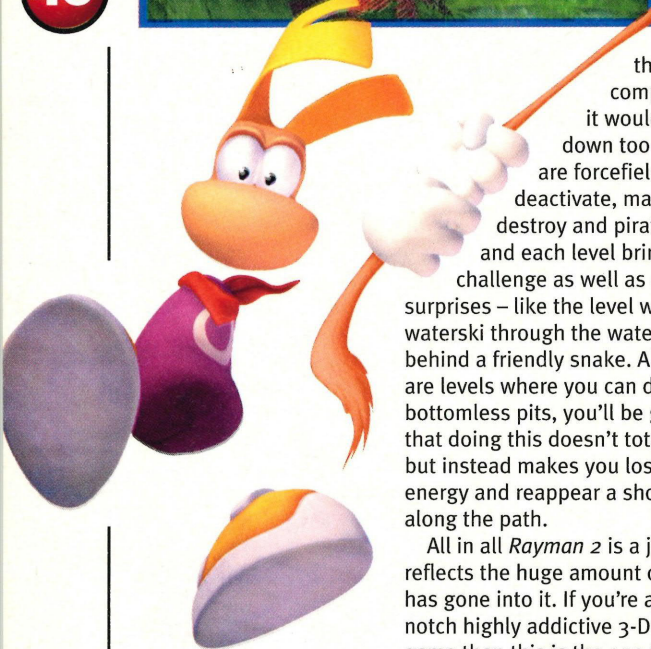
extremely intelligent, zooming in and panning out where appropriate to give you the best view of proceedings. On the odd occasion where the camera doesn't give a perfect shot of things, the camera buttons make fixing the view very simple. And most importantly, the camera never results in an untimely death – the most you are likely to suffer is a second or so of disorientation.

The puzzles in the game are varied but not too complex because Rayman 2 is a very pacy game, and if you made

Interlude...

At various points in the game the scene shifts to the pirate ship where FMV-style cut-scenes move the plot along. Here the pirate captain orders his sailors to send the ship after Rayman...

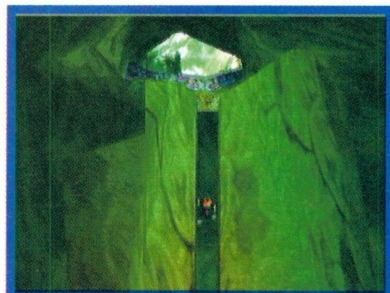




things too complicated then it would slow things down too much. There are forcefields to deactivate, machines to destroy and pirates to sort out and each level brings a new challenge as well as a few surprises – like the level where you waterski through the waters of a swamp behind a friendly snake. Although there are levels where you can drop down bottomless pits, you'll be glad to know that doing this doesn't totally kill you, but instead makes you lose a little bit of energy and reappear a short way back along the path.

All in all *Rayman 2* is a joy to play and reflects the huge amount of work which has gone into it. If you're after a top-notch highly addictive 3-D adventure game then this is the one to go for. With games like this on offer, Rare has got a serious rival for the title of N64 3-D adventure game supreme! ■

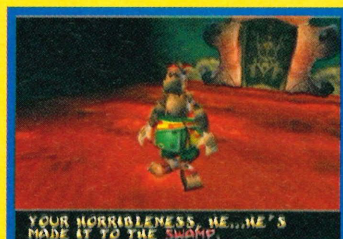
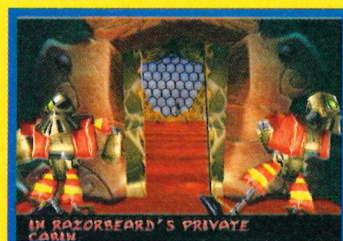
► Rayman can climb up narrow shafts by repeatedly jumping and wedging himself in-between the walls.



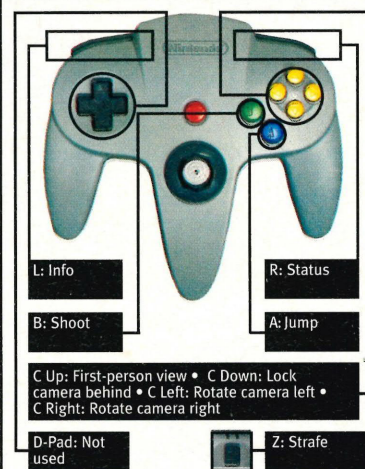
▲ Globox is a large blue bloke that helps Rayman to escape from the pirates. Unfortunately, when he doesn't come back his kids aren't too happy!

He Swings Both Ways!

Once you've met Ly you get the power of... erm, swinging. This means that if you fire an energy bolt at a circular lum it turns into a rope and lets you swing across gaps. Tarzan, eat your heart out!



64 Bottom Line Controls



Alternatives

Tonic Trouble: Ubi Soft
Reviewed: Issue 31, 87%
Banjo-Kazooie: Nintendo
Reviewed: Issue 16, 90%

Rating

Graphics



Audio



Gameplay



Challenge



Overall

94%

Soundbite

Gorgeous-looking, highly addictive 3-D adventuring action. Buy it now!

2nd opinion

Rare needs to watch out, because *Rayman 2* looks every bit as good as anything from the wilds of Warwickshire! Beautiful hi-res visuals with no real slowdown, an excellent control system and a lot of challenge makes this the new platform champion! **ANDY McDERMOTT**

Rating



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Doom 64
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Duke Nukem: Zero Hour

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Extreme G 2
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Flying Dragon
Forsaken
Fox Sports College Hoops 99
F-Zero X

G-K

Gauntlet Legends
Gex
Glover
Goeman's Great Adventure
Goldeneye
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Jikkyou World Soccer France 98
J-League 11 Beat 97
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Knife Edge: Nose Gunner
Kobe Bryant in NBA Courtside

L-P

Lode Runner 3D
Lylat Wars

Mace: The Dark Ages
Madden 64
Madden NFL '99
Magical Tetris Challenge
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Mario Golf
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Micro Machines
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Zelda
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Penny Racers
Perfect Stricker
Pilot Wings

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Powerful World Soccer 3
Pro Baseball King
Puyo Puyo Sun 64

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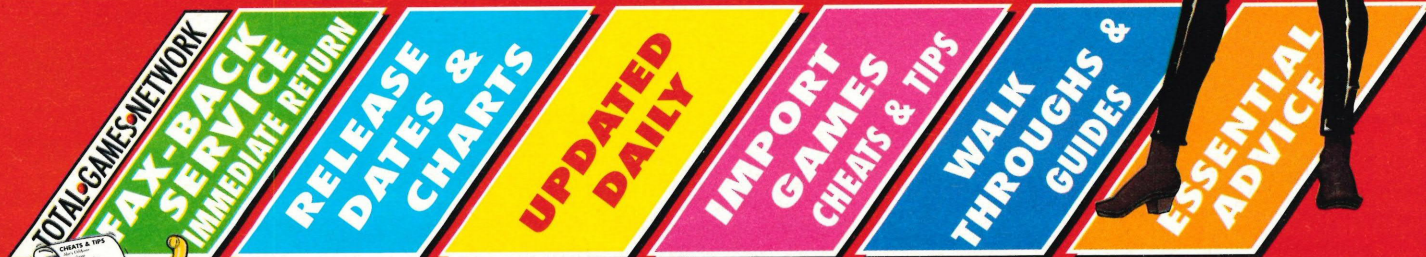
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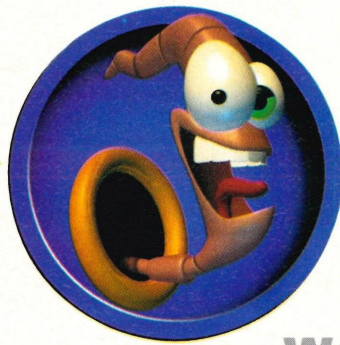
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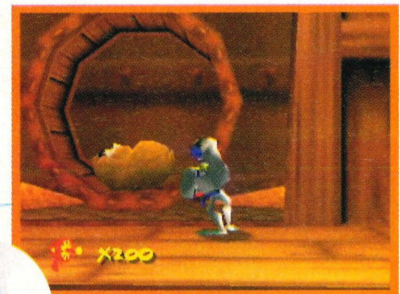
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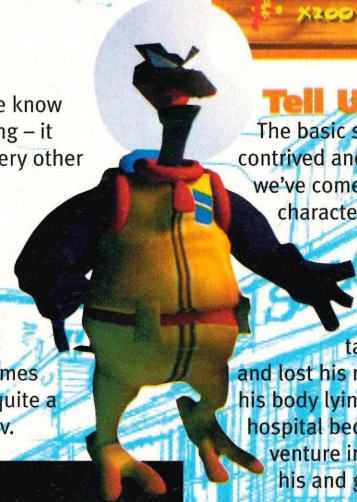
Earthworm Jim 3D

We're going down the garden to eat worms... or at least rescue one from insanity!



Tell Us A Story

The basic storyline is rather contrived and unbelievable, but then we've come to expect that from a character who gets squashed by a flying cow every time we see him. After his most recent 'plummeting bovine' incident, Jim has taken a turn for the worst and lost his marbles – literally. With his body lying unconscious in a hospital bed it's up to Jim's ego to venture inside that tiny mind of his and gather up all the marbles



Strange. Weird. Twisted. These are words that describe a number of things, including many of the 64 MAGAZINE team (or at least one of them). But believe us, they don't even scratch the surface when it comes to talking about *Earthworm Jim 3D*. We haven't seen anything quite so mad since... well, since the last really mad thing we saw. You'd better brace yourself, because heeeeeere's Jimmy... It's been a long time in the making but finally *Earthworm Jim 3D* has made

it to the N64. Now, we know what you're all thinking – it looks like virtually every other 3-D Mario-esque adventure game that has ever existed. But wait! Underneath the rather spanking gorgeous visuals lies possibly one of the funniest, cleverest games that we've played in quite a long time. Honest, guv.

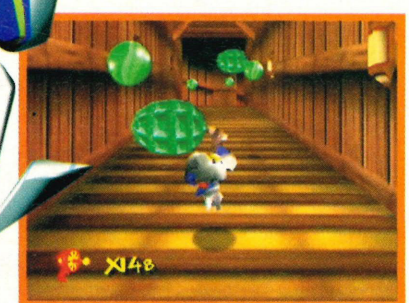
One of the funniest, cleverest games in a long time!



before everyone's favourite worm becomes a vegetable for life! Weird is not the word here, folks...



▲ 'Fridges Launched'? Why? Well, as you make your way through the game, you'll soon find out what they do!



Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Virgin Interactive
Developer	Vis
Game Type	Platform Adventure
Origin	UK
Release	26 November
Price	£49.99

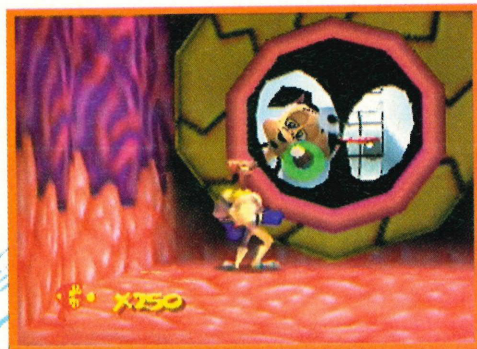
\$64,000 Question

- One of the funniest games ever!
- The puzzles are clever and taxing
- Plenty of groovy visuals and sounds
- Different mini-games galore!
- The camera can be a pain on occasion
- The boss levels are really, really hard!

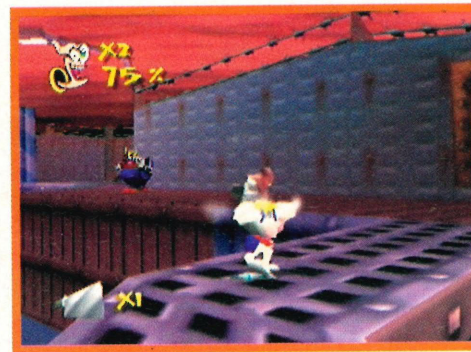
Memory Options

MEMORY: Saves game progress

CONTROLLER PAK: N/A



▲ Explore the central brain level and you can take a look into the outside world. Look – it's Peter Puppy! Hi Peter!



When you break it down what you've got here is a game very much like *Banjo* or *Mario* – consisting as it does of one central 'hub' level, set inside Jim's brain, with four main areas branching out of it, each leading to various parts of his

subconscious. Of course, making your way into each area isn't simply a matter of using the door; to get inside you need a set number of Golden Udders from the levels

(no, we don't really know why either but it's something to do with the Sacred Cow of Contemplation). Once you've got the required number you're free to drop in and explore...

Marble Season

The Udders aren't the only stumbling block you've got to overcome to make progress in Jim's head. Access to each of the levels in the different areas of the game is only granted once you've restored some of Jim's sanity, as measured by how clever he is. By collecting the various marbles scattered around each level your intelligence

improves – you're as smart as pond scum to begin with, rising up to such heights as a Fur-Covered Trout, your cousin Billy or even Sher's Plastic Sturgeon (we noticed the joke too) as you go. Again, bizarre doesn't even come close.

Each of the levels has a separate theme dependent on the part of Jim's brain it resides in. Visit his Memory and you're taken back to the great 'Chicken Wars' when the farm was under siege from the cows, while a trip into Jim's Happiness finds his favourite fried foods overrun by an evil alien chef! With titles such as 'Barn To Be Wild', 'Poultrygeist'

64
MAGAZINE
SIZZLER



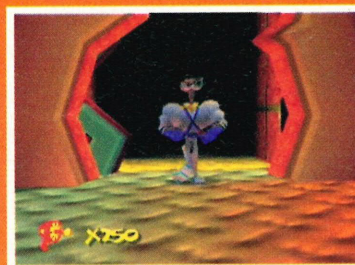
The Worm That Turned

The world of *Earthworm Jim* is filled with weird and wacky creatures all waiting to be saved – or blown away! Get to know your friends and foes – you'll be thanking us in the long run...



The Sacred Cow Of Contemplation (The Guide)

Leading our heroic worm through his subconscious is the holiest figure in the mind of Jim, the Sacred Cow. Offer the Golden Udders to him and appease his desires... oh, and maybe save Jim's brain into the bargain!



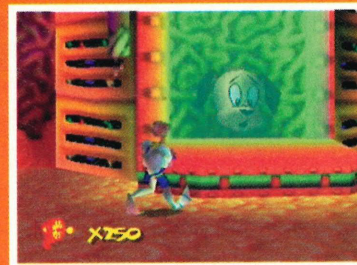
Jim (The Hero)

There's only one ego for this job... and it's a really big one! Once just a regular earthworm, Jim was transformed after a robotic super-suit landed on him. This time though, he's not saving the world – he's saving his marbles!



Snott (The Bogey)

If you ever need a helpful piece of advice or a tip on how to get through a tricky area, Snott's the guy to talk to. Always on hand in a sticky (sorry) situation, he pops up when there's a new ability to be learned. Make sure you pay attention to his advice!



Peter Puppy (The Friend)

He's not just a normal puppy, you know. Possessed by an evil dog spirit, the slightest hint of fear changes Peter into a slavering beast intent on only one thing – beating up Jim! Thankfully, tickling him turns him back into worm's best friend...



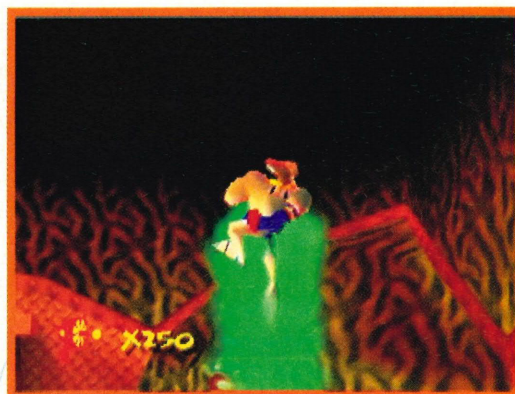
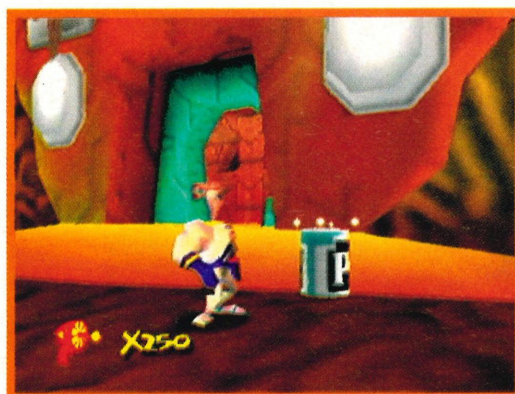
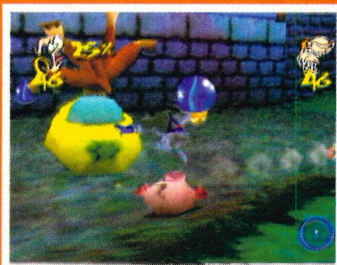
Psycrowe, Fatty Roswell and Professor Monkey-For-A-Head (The Villains)

As you'd guess, there's something sinister lurking behind Jim's cranial failure... and these guys are it! You need to fight your way past them if you want to have any chance of bringing Jim back!



Pork Boarding!

If there's one thing you'd never expect to see in any videogame, it's a worm in a robotic suit surfing on a pig. Still, this is *Earthworm Jim* so anything's possible! Once you've finally collected enough marbles to open the relevant doors you get the chance to face the evil nasty controlling that portion of Jim's brain. Whether it's the psychotic Psychrowe or the deranged Professor Monkey-For-A-Head the object is the same – race around on your pig collecting Blue Marbles! Strange but true, this proves to be one of the toughest parts of the game... especially on later levels!



and 'Lord Of The Fries' you can guess that there's a whole host of warped puns waiting for you.

Milky, Milky

The fact that there's such diversity in the levels makes for an interesting (and hilarious) game. There's no set design

variety here too which shows in the various puzzles throughout the stages.

Getting each of the Golden Udders requires a number of different tasks to be solved on each level. Most of the time it involves trying to solve the problems of a particular character and getting them what they want – a

Sometimes shocking, always hilarious!

to what you're going to face next simply because the whole thing is so darn weird – one minute you'll be fighting beefy bull guards and the next there'll be an army of evil ghost chickens! There's plenty of

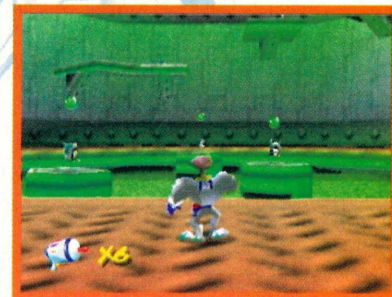
Rastafarian corpse in desperate need of his prized disco-dancing medal, a chicken short of his underpants and the King Gherkin trapped in a vice are just a few examples of such craziness. The best part though is the fact that you have to do something different each time to solve each puzzle; for example, once you've released Elvis (!) from his prison cell you need to shoot the



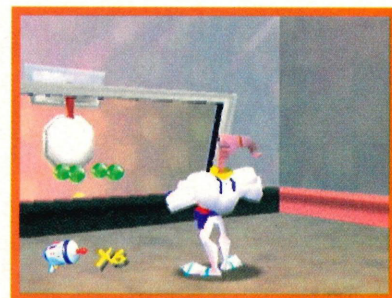
► Thank you very much! It's Elvis and he's been doing the Jailhouse Rock! You'd better let him out before he gets tenderised!



▲ Catching the Ninja Mouse inside Professor Monkey-For-A-Head's haunted mansion is a really tough job... even for total experts like us!



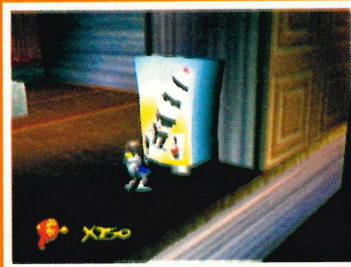
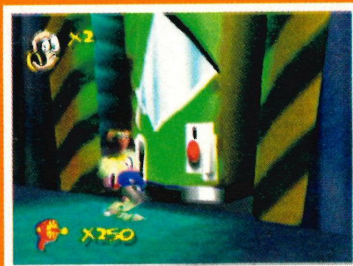
▲ To make it up the tall shaft here, use of Jim's patented Rocket Fuel is required. Just don't breathe in the fumes afterwards!



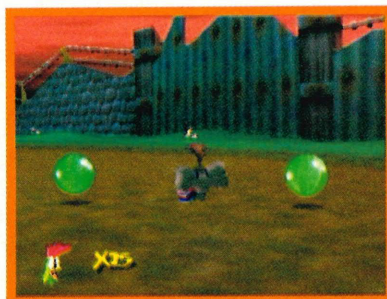
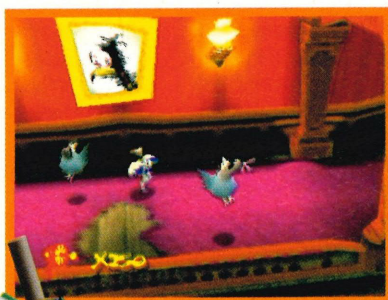
▲ Ricochet your bullets off the frying pans and when they've all been hit, the door will open for you. Ingenious!

Up The Arsenal

When the adventure begins, Jim finds he has only a few items with which to defend himself. You can either blast the enemies with your trusty plasma gun or lash them to death by using your head as a whip! As the levels progress, you come across special weapons dispensers that let you grab a limited supply of ammunition for a wide variety of amazing guns. Try out the 'Explosive Banana' for a spot of demolition, the 'Apollo 13' with its lunar capabilities or even the brutal 'Cleaver Launcher' to take care of those pesky bovine enemies!



▼ Ghost chickens! Argh – run away! Give them a quick smack with your worm whip before they try to peck your eyes out!

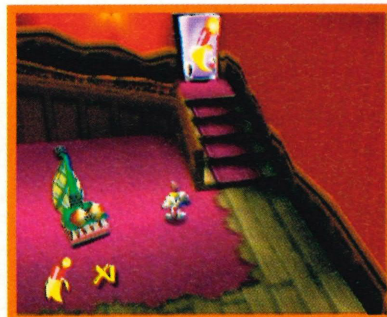


guards blocking his way and whip him on the bottom to make him jump over any dangerous gaps in the floor! Laugh? We nearly had an accident...

Shock, Horror!

To be blunt this game really surprised us. We were expecting a relatively average platform romp and instead were presented with something we'd

happily take to meet our parents at the weekend. Okay, so we admit that there was the occasional moment when we felt like smashing the cartridge to pieces – Jim's viewpoint can make jumping or finding places to go tricky, and constantly being blown to bits by the rather difficult bosses can be, to say the least, annoying. But please don't let that stop you from giving it a go. If you don't play this, you'll end up missing out on a sometimes shocking, always hilarious adventure that will keep you going for quite a while. And in that case more fool you, that's what we say. ■



▲ The killer vacuum cleaner can be a pain but if you feed him a couple of 'Exploding Bananas' it might just shut him up...

2nd opinion

If bad puns and manic action are your wont then look no further – perfection is here! *Earthworm Jim 3D* is a superbly enjoyable platform romp which keeps the jokes coming thick and fast and never ceases to amuse. Watch out for those falling cows! **ROY KIMBER**

Rating

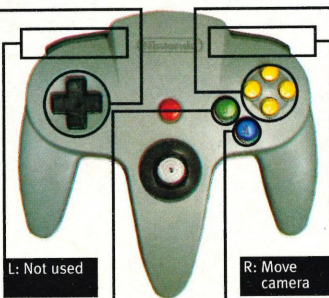


EARTHWORM JIM

REVIEWS

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MAGAZINE

64 Bottom Line Controls



L: Not used

R: Move camera

B: Duck / Roll

A: Jump / Hover

C Up: Look around • C Down: Whip • C Left: Move camera left • C Right: Move camera right

D-Pad: Fire weapon

Z: Fire weapon

Alternatives

Banjo-Kazooie, Nintendo
Reviewed: Issue 16, 90%
Super Mario 64, Nintendo
Reviewed: Issue 1, 92%

Rating

Graphics



Audio



Gameplay



Challenge



Overall



90

Soundbite

A surprisingly great game with plenty to offer gamers of all ages!

45





Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher:	Midway
Developer:	Atari Games
Game Type:	Adventure
Origin:	US
Release:	Out now (import)
Price:	£59.99

Evil demons squatting in your sacred cathedral? Forget the bailiffs, mate – it's time to call in someone a bit tougher...

Gauntlet Legends

Okay, hands up those of you who remember the original *Gauntlet* games in the arcade? If you do,

I Am The Dungeon Master

As you'd expect from any game filled with more mythical demons and magic than Paul Daniels' underpants, there are plenty of warriors on offer ready to fight for the cause. Whether you prefer to run in waving your axe like a maniac or stand back and turn all of your enemies into toads, we've got the blokes (and birds) for the job. Pick wisely though because once the journey is underway, you won't have a chance to change your mind!

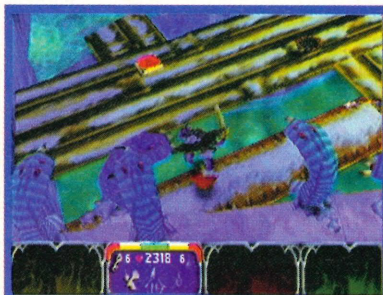


then officially consider yourself 'old'. Having three mates crowded around a tiny machine with you, drawing straws to decide who had to play on the outside (because it was so awkward) and then stealing all the food for yourself while letting Death kill everybody else... ah, those were the days. Still, time must move on and so must games, but that doesn't mean you can't go back to your roots...

As past examples will prove, updating a classic retro game means only one thing – some bright spark decides to make *exactly* the same game but in 3-D.



▲ The grass is greener (and the monsters nastier) on the other side of the fence. Blast them while they can't get you – ha!



It's been done dozens of times to titles such as *Bomberman*, *Super Mario* and other quality retro classics. *Gauntlet Legends* sits comfortably between titles such as these because while *Bomberman 64* sucked and *Super Mario 64* rocked, this new offering is simply 'quite nice'.

First things first – if you hate the whole *Dungeons & Dragons* concept, this is *not* the game for you. Basically, there's someone rather nasty living in your mate's cathedral and it's up to you (and three friends, if you've got any) to go and kick him out for not paying his rent. Or something.

Death

In a nutshell, this is *Gauntlet* as it was all those years ago but with fancy graphics. The idea is still the same – collect keys, open chests, grab food and blast all of the monsters that come pouring out of the 'generators' until you seal them shut. For those of you that loved it then, you'll still love it now. As for the rest of you... well, surprisingly it's actually quite a good laugh. Many of the



▲ The magic potions can really have a major effect on the monsters around you – just don't waste them all at once!

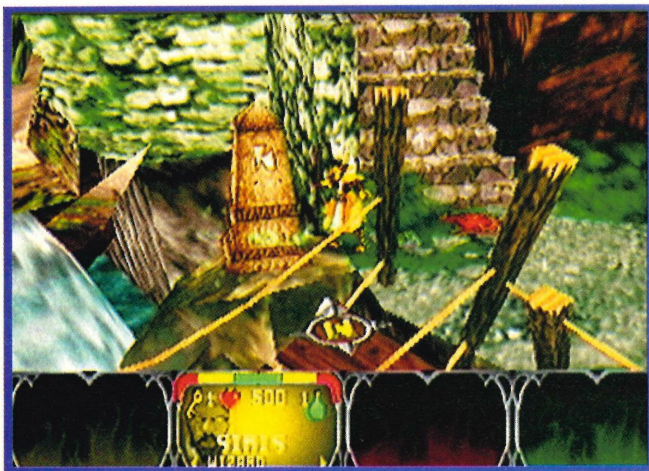
\$64,000 Question

- It's *Gauntlet* - retrotastic!
- Top fantasy fighting action
- Lots of secrets and puzzles to solve
- Gauntlet* is really old!
- It can get a bit repetitive
- Playing multiplayer is a pain

Memory Options

MEMORY: N/A

CONTROLLER PAK: Saves position/inventory



▲ Apparently, touching Summer's sacred pillars bring back his power. Yes, we're sure he says that to all the ladies...



A tasty slice of retro pie!



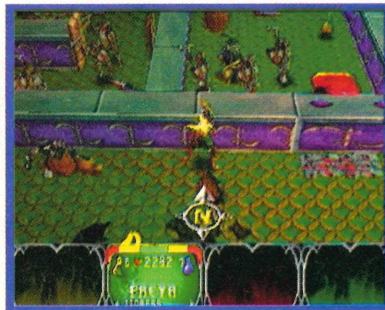
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old touches here will go straight over your heads (right down to the booming voice announcing that the 'yellow wizard is about to die') but as brainless killing games go, this is pretty good.

It's not all mindless violence though – to solve all the puzzles and ultimately find all the secrets such as hidden characters and special weapons, you need to think quite a bit. Most of the time, the puzzles involve pressing a button (usually hidden under a rock) and working out what has opened up before doing it again on the next uncovered switch. It might sound a bit dull but when you finally get something rewarding, it's all quite satisfying.

Orcs A Lawdy

Of course, there are flaws. The same problems of having to all think as one still exist – the screen doesn't move on if



you're all trying to go in different directions – but with the added 3-D, the amount of surrounding area is even less than it was before. The same can be said about the number of monsters; there just aren't enough of them (and anyone who has had the experience of 50 ghosts all rushing towards you at once as in the original will agree). The main problem though is that it can all get a little bit repetitive. Standing in the same spot trying to fend off wave after wave of identical monsters isn't

exactly an inspired gaming moment by our standards.

But then, is it really supposed to be? This is possibly the simplest of gaming concepts resurrected for the 'younger generation' to enjoy and it does it pretty darn well. Certainly consider trying it before you buy but if you're looking for a tasty slice of retro pie, they don't come much sweeter than this. ■



▲ These golem creatures really take a beating. Don't just stand there, Falconess – run away like brave Sir Robin!

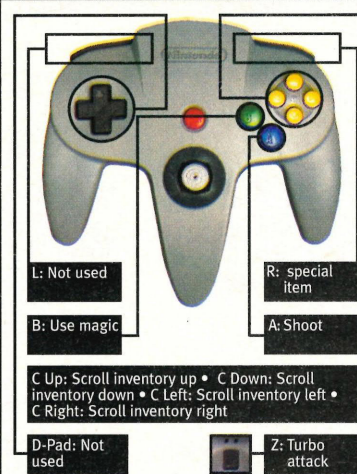


GAUNTLET LEGENDS

REVIEWS

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MAGAZINE

64 Bottom Line Controls



Alternatives

Quake II: Activision
Reviewed: Issue 30, 93%
Worms Armageddon: Infogrames
Reviewed: Issue 33, 94%

Rating

Graphics



Audio



Gameplay



Challenge



Overall

82

Soundbite

Still not the best game ever, but a nice return of an old favourite nonetheless!

47



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2nd opinion

This is definitely one of the games I've been anticipating the most, and at the end of the day it's not half bad. The 3-D works well, although the old top-down view is still preferable, but with the extra characters, new monsters and hectic gameplay it's worth a look! **ROY KIMBER**

Rating





► Replay those exciting moments time and time again from every conceivable angle with the Instant Replay function.

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	EA Sports
Developer	EA Sports
Game Type	Boxing
Origin	US
Release	12 November
Price	£39.99

\$64,000 Question

+ Nice solid looking boxers
 + Interactive damage!
 + 25 recognisable celebrity boxers
 + Custom boxer facility
 + Superb Audio
 - Only two players
 - Gameplay is fairly limited (repeated punching!)

Knockout Kings

Let's get ready to rumble! Oh hang on, that's a different game...

Boxing games in the past by and large haven't really been that much cop (except maybe for *Super Punch-Out*), so it's fair to say that *Knockout Kings* didn't arrive in the office to much of an enthusiastic welcome. However we're extremely

glad it did turn up, because when we started playing we were hooked! It's hard to say exactly what it is that lifts *Knockout Kings* above the dire attempts at boxing games that we've seen in the past – it might be the responsive controls, the realistically solid boxers, the custom facility, the sterling audio or simply that it's such damn good fun! Whatever the reason though, EA Sports has definitely got a winner on its hands this time around. *Knockout Kings* contains 25 officially licensed boxers, including a mixture of current and past greats. Muhammad Ali is undoubtedly the most well-known, but boxers such as Lennox Lewis and Evander "The Real Deal"



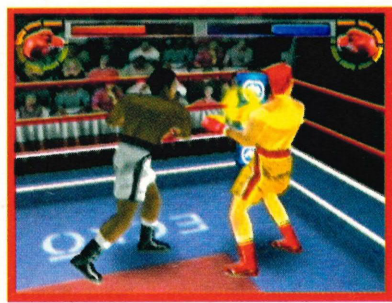
EA POST FIGHT STATS

ALLI	ALLI WINS BY K.O. IN ROUND 2	S. Orr
118	PUNCHES THROWN	27
50	LANDED	20
43%	PERCENTAGE	74%
2	KNOCKDOWNS	0
Continue		Highlights

▲ Ali wins by a knockout in round two – it's true you know, he really is the greatest! (Even if he's about 300 years old.)

Holyfield should also be recognisable to even the most uninformed about boxing. If you *are* a boxing fan then you'll doubtless recognise all of the bruisers on display, but here at 64 MAGAZINE we're not, so we didn't.

Let's Get It On!
There are a number of different modes to choose from in *Knockout Kings*. Quickstart lets you just go straight into a match for a bit of a punch up without any faffing around. Slugfest gives one or two players the chance to duke it out, while Career mode starts you off on the road to pugilistic stardom.

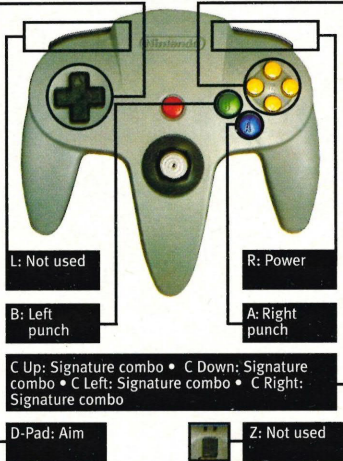


▲ Take that you red-haired pillock! This'll teach you to dye your hair ridiculous colours now, won't it?

Build Your Own Boxer!

Using the custom boxer facility you can make your own pouting pugilists! Decide on their look then assign them stats and signature moves, or alternatively use the Quick Create option to turn out a range of ready-made fighters in no time at all! But are these oddballs hard enough to beat the champs?

64 Bottom Line Controls



Alternatives

Readyz Rumble: Midway
Coming soon!
Otherwise you could try taking it up for real!

Rating

Graphics



Audio



Gameplay



Challenge

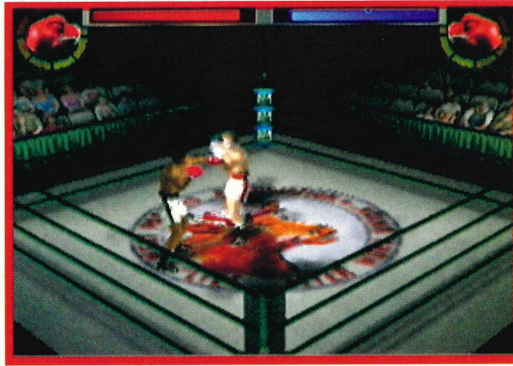
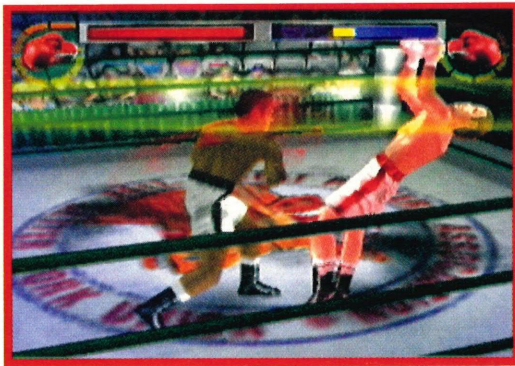


Overall %

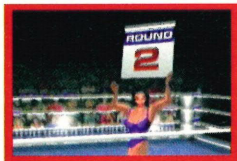
90

Soundbite

The best boxing game on the N64!



▲ Once the circular gauge has built up to full you can let loose with a super punch which knocks your opponent down every time!



When you begin your career the first thing you should do is train. Although training is optional, if you don't do it you won't get far! Basically, training consists of offensive or defensive workouts. Offensive training involves hitting a sparring partner a specific number of times in 30 seconds. Defensive involves not being hit by a sparring partner a specific number of times in 30 seconds. You're then awarded points depending on your performance, and these points can be used to increase your boxer's three stats – power, speed and stamina. Training completed (you can only train once before each fight), you then

Punching is handled on the A, B and C buttons with different types of punch coming via combinations of the analogue stick, the Z button and R. If this is all a little complicated for you, it's possible to select One-button Control mode where to access any punch (aside from the signature combos) you simply tap A.

Even though the gameplay is pretty much the same every time – basically you walk into the ring and repeatedly punch your opponent – *Knockout Kings* is nevertheless addictive, even for non-boxing fans – enthusiasts of the sport will doubtless wet themselves with excitement when they see this game!

EA Sports has definitely got a winner on its hands!



take to the ring. At first your opponents are fairly weedy, but as you move up the league table they get harder and faster. As you'd expect from a sports game there are a number of different arenas to fight in, from the dingy meat packers' union ring to the famous one at Caesar's Palace. In *Slugfest* you get to choose the arena, but in *Career* mode the ring reflects your popularity and standing – the better you get, the more glamorous the venue.

Seconds Out!

As far as controls go the boxers respond well, although obviously heavier, slower pugilists react less swiftly than their lighter counterparts.

The audio is absolutely superb, with bags of commentary and a reactive crowd who cheer when the action is exciting, go quiet when it's less so and boo if everything gets too boring. If you like your men beefy (oo-er) and your boxing bloody, then *Knockout Kings* is the game for you! ■



2nd opinion

This is great! Boxing videogames usually tend to be a bit simplistic, but *Knockout Kings 2000* manages to balance ease of play with enough depth and difficulty to keep dragging you back. Definitely one to get if you're a fan of the pugilistic arts. **ANDY McDERMOTT**

Rating



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Worms: Armageddon

Nostradamus predicted Armageddon would arrive at the end of the 20th Century – he was right!

Ninfo

PLAYERS

EXPANSION PAK

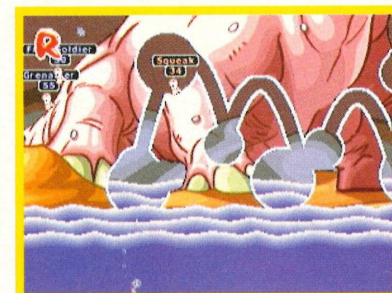
RUMBLE PAK

Publisher	Infogrames
Developer	Team 17
Game Type	Realtime Strategy
Origin	UK
Release	November
Price	£39.99

The first *Worms* game appeared on that gaming mainstay the PC sometime around 1994, and was an instant and unprecedented success. Despite containing characters

constructed from only about seven pixels with annoyingly high voices, there was something about mercilessly destroying a friend's carefully-named crawlers with various different weapons that was just so addictive. Now five years on, after enjoying continued success on various videogame formats including the Sega Mega Drive and the PlayStation, *Worms* has finally arrived on the N64 and it's safe to say that it was well worth the wait!

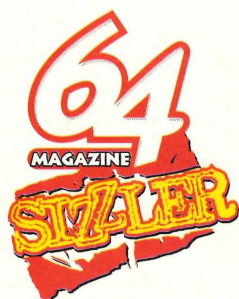
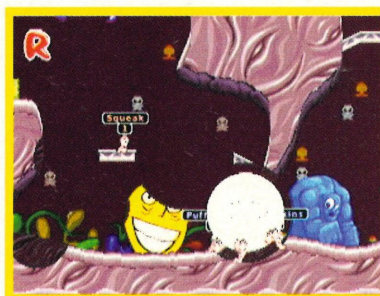
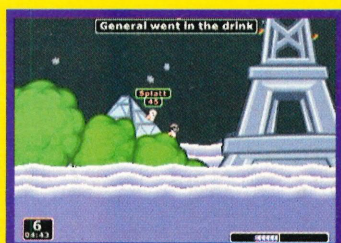
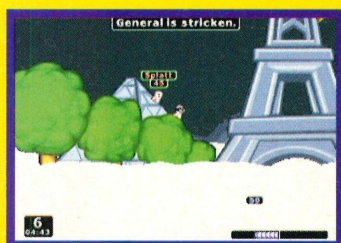
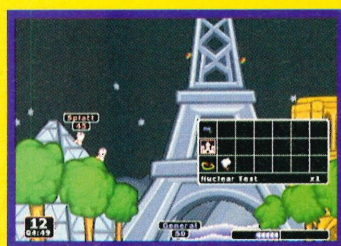
Worms: Armageddon is quite simply the peak of evolution for the *Worms* series. The graphics are large and highly detailed, which gives the worms themselves much more personality and the control system is just perfection. On the PlayStation the control method involved moving the worm with the D-pad and scrolling the screen with the D-pad and the Circle button.



Unfortunately this often resulted in mistakes where people would forget to hold Circle and therefore ended up inadvertently sending their worms tumbling to their death. Not so with the N64, however. Worm movement is handled solely on the C buttons while the analogue stick moves the screen and this works just great, thank you very much!

Indian Nuclear Test

There are all sorts of apocalyptic weapons in *Worms: Armageddon*. The Indian Nuclear Test is one. Activate it and your worm dons some totally ineffective goggles, there's a huge flash, the water level rises and every worm gets radiation poisoning – scary!



\$64,000 Question

- More weapons than ever before
- Superbly detailed graphics
- Hilarious animations
- A variety of worm voices
- Challenging puzzle-based mission levels
- Useful weapon training levels
- Play around with practically all the game settings
- Loads of hidden bonuses
- Over-the-top invertebrate carnage
- Decent CPU AI
- Play up to four players on any number of controllers
- It's going to ruin a lot of N64 owners' social lives!



Give 'Em Some Stick!

There are far too many weapons in the game to list here, but these are three of our favourites...



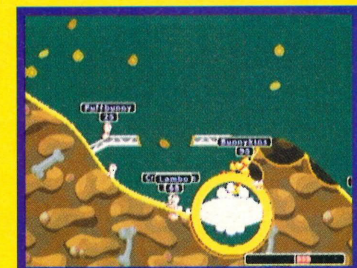
Dynamite

An oldy but a goody! This is perfect for taking out large clusters of worms and does some serious damage!



Baseball Bat

A new one this. Turn your worm into Babe Ruth and knock some enemy worms out of the ballpark!

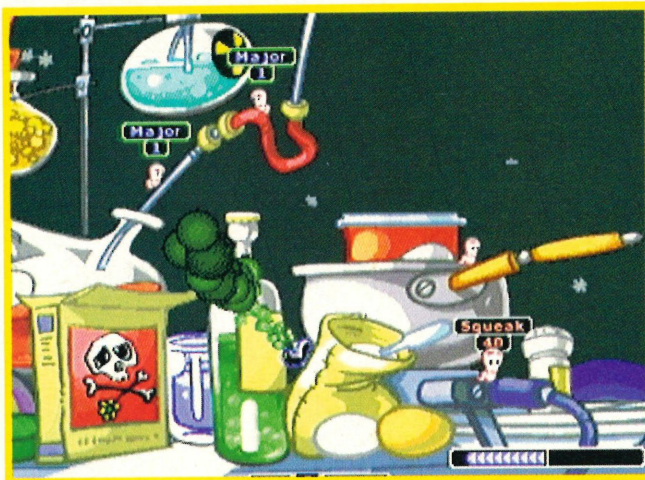


Sheep

Another old mainstay – the destructive power of dynamite on the hoof! And wait till you see the Super version...



▲ The question mark means that one of the AI opponents is thinking. Fortunately they don't think for too long.



▲ The skunk is one of the new weapons. It runs around emitting a foul cloud of gas that makes worms ill so that their energy drops.

Incoming!

Although the graphics have come a long way since the first *Worms* title, they're not the only feature that's been improved. One of the most important aspects of *Worms* is the weapons and for *Worms: Armageddon*, Team 17 have gone into hardware overload. This game quite simply has more weapons than you know what to do with.

Old mainstays like the shotgun, grenade, bazooka, sheep, air-strike and



problem of dodgy AI for the CPU-controlled crawlers, whereby they'd throw ridiculously accurate grenades every time, making the whole thing just far too frustrating.

I'll Get You!

The good news is that the AI has been sorted for the N64 version. The CPU worms now behave more or less like human opponents – sometimes accurate, sometimes not so accurate, sometimes downright daft. The even better news is that *Worms: Armageddon* has two modes designed specifically for single players. The first of these is Training mode. This consists of a number of different weapon-specific challenges for each element in your

Quite simply the most addictive game on the N64!

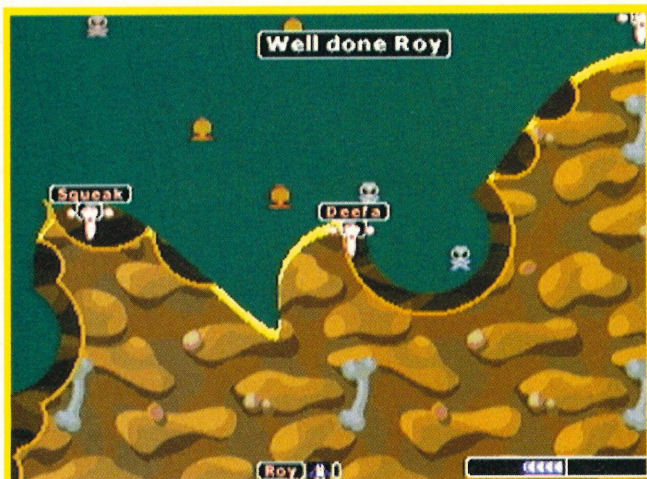


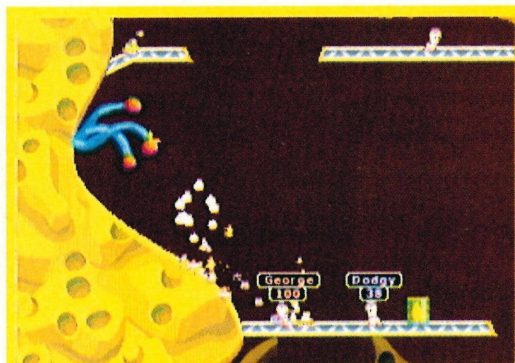
homing missile are still there of course, but they're now complemented by a plethora of other ordnance such as the super sheep, mad cow, baseball bat, battle axe, mole bomb, skunk and even a variety of nuclear attacks!

Until now the only real problem with *Worms* was that the gameplay used to fall down a little when in single-player mode. Although there was always the option of taking on a bunch of CPU teams, playing the computer just didn't have the same buzz as obliterating your mates' worms. There was also the added

arsenal, starting with the basic weapons and eventually (once you've proved yourself worthy) moving onto the powerful stuff.

The second, and most enjoyable, single player section is the Mission mode. This puts a certain number of worms into set levels where you have a specific objective, be it to locate a





▲ The shotgun is a particularly effective weapon when your playing surface consists of thin platforms. Blast a hole and watch those worms sink...

weapons crate, assassinate a particular enemy worm or simply eradicate every other worm on screen within a set time limit. While these games might not sound much different from normal play, the range of weapons and utilities you

Stuuuupid!

To give you more incentive to keep playing (not that you really need it – the sheer addictiveness keeps you coming back for more anyway), as you complete missions or win deathmatch games you

gradually acquire bonuses. These

If you only buy one game for your console

this century, make it this one!

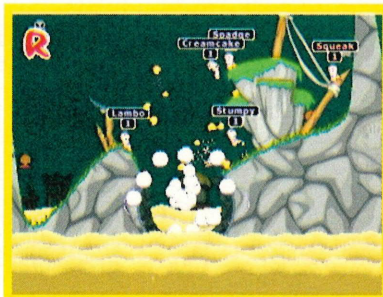
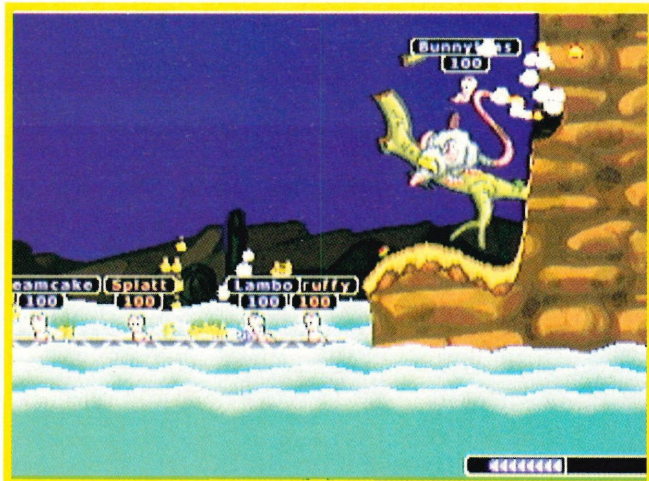
are given is carefully calculated to make things fairly tricky. How do you get to the top of a high mountain with no Ninja Rope, for example? Because of these limitations many of the mission modes are essentially puzzle games rather similar to that other game involving multiple deaths of small animals, *Lemmings*.

include extra weapons for your team, like the more powerful ones that you don't initially have access to, and also some hidden gaming modes like the self-explanatory Retro mode and the rather less obvious 'Shopping' mode.

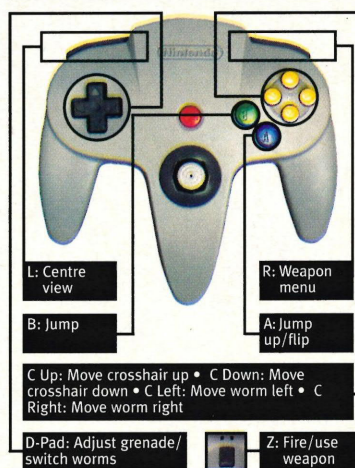
To accompany the improved graphics, Team 17 has come up with some sterling audio too. In addition to the normal squeaky-voiced worms, the little fellows now have a variety of accents including a hard-sounding Scot and a whole team of James Brown soundalikes.

At the end of the day, try as we might we just can't fault this latest, greatest addition to the *Worms* series. Team 17 has improved on just about everything that *could* possibly have been improved on and created a game which is absolutely impossible to put down. *Worms: Armageddon* is quite simply the most addictive game on the N64 so far and the multiplayer is – dare we say it – even more enjoyable than *Goldeneye*! If you only buy one game for your console this century then make it this one! ■

▼ One well-placed explosive device and before you know it it's raining worms! In sudden death time that can be fatal!



64 Bottom Line Controls



Alternatives

Goldeneye: Nintendo
Reviewed: Issue 5, 95%
Quake II: Activision
Reviewed: Issue 30, 93%

Rating

Graphics



Audio



Gameplay



Challenge



Overall



Soundbite

The most addictive game on the N64, bar none!

Roadsters

Get your motor running!

Ninfo

PLAYERS



EXPANSION PAK



RUMBLE PAK



Publisher:	Titus
Developer:	Titus
Game Type:	Racer
Origin:	France
Release:	Out now
Price:	£39.99



Memory Options

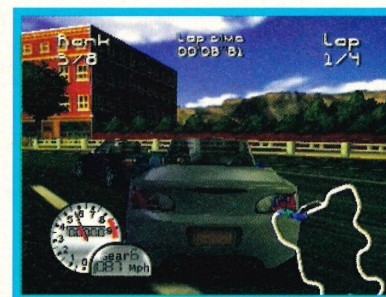
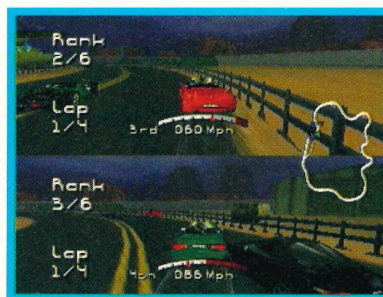
MEMORY:
N/A
CONTROLLER PAK:
Saves standings and lap records

So you've got a really cool sports car. In the real world, this means that every policeman who can support the weight of a radar gun will be pointing it in your direction, no-necks will 'accidentally' run their keys along its paintwork and you'll be constantly challenged at traffic lights by baseball-hatted, pizza-faced jerks in white Ford Orions kitted out with what looks like lengths of UPVC drainpipe stuck under the door sills. In short, it's a drag. But there is an alternative.

Roadsters (now abruptly and mysteriously shorn of the 'Trophy' part of its name) not only allows you to own a large number of exotic high-speed automobiles without the annoyances of insurance, tax and other motorists, but also lets you race them. All the racing is done for money; the more you have, the more cars you can afford! You can also take the slightly cheaper option of upgrading a car you already own, which to begin with is the best way of winning races.

Titus Groan

Originally, Titus' plan was to licence all the cars in the game from their



manufacturers. The realities of finance and dealmaking meant that this wasn't possible; some manufacturers, like TVR, Renault, Toyota and Ford have their names attached to their cars, while others have their vehicles replaced by cunningly-renamed lookalikes. And we *do* mean lookalikes. Hopefully, Titus wasn't planning on fooling any lawyers...

At the start of the game, you have \$25,000 to your name, with which you have to buy a car and pay the entry fee for your first season of racing. Only cars in the lowest-rated group are available to you to begin with, and even then some of them are out of your price

range. Once you've managed to sort out the fiscal side of things, you're ready to race.

Lotus Position

Roadsters takes place over ten tracks, each of which has reverse and mirror options as well as variable weather conditions. Courses range from the Nevada desert and the mysterious Area 51 to the snow-bound Lumber Mill.



What stands out is the speed!

► It's far too nice a day to be racing about. You should really pull over, jump down to that beach and enjoy the sunshine!



▲ That little Toyota doesn't have much in the way of luggage space, so hopefully it's not at the airport to meet anybody!



\$64,000 Question

- ⊕ Very fast
- ⊕ Dozens of cars
- ⊖ Effective customisation options
- ⊕ Decent visuals
- ⊕ Fun multiplayer
- ⊖ No crashes
- ⊖ Gambling feature didn't make it
- ⊖ Hardly groundbreaking



There's also a track that supposedly weaves through the Docklands of London, though the mountains in the background led us to suspect that Titus wasn't attempting 100 percent accuracy.

The tracks are attractively done and have a lot of detail (the beaches on the tropical Rocket Base track look especially tempting), but in terms of track options they're quite basic. There are no hidden shortcuts or tricks, and only a limited number of spots where you can actually leave the road. One



a problem, but it's infuriating in the early stages of the game to get into the lead, only to have the entire pack whip past as you try to reverse out of a trap.

The game actually has an unusual look for an N64 game, lacking the blurriness and washed-out colours found in many titles. In some ways it has the sharpness of a PlayStation title, though obviously without the glitchiness and warped polygons! Despite the presence of some animated trackside features (rolling boulders, helicopters,

Power Extreme

If you find that your car is starting to get left behind by your rivals, it's time to upgrade it.



The brute force approach is to install a completely new engine! This will affect your car's handling.



You can tweak your car's performance for different tracks by changing the gearbox and suspension settings.



As a last resort, if your car is totally outclassed, you can just shell out for an entirely new set of wheels!

Entertaining and playable, and that's what counts!

▼ Unlike many games, even the four-player mode in Roadsters still lets you see what's going on quite clearly.

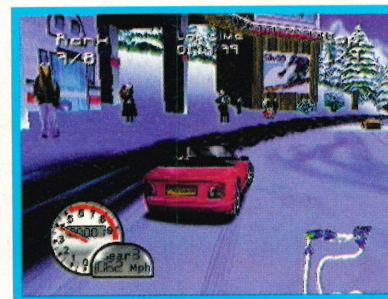
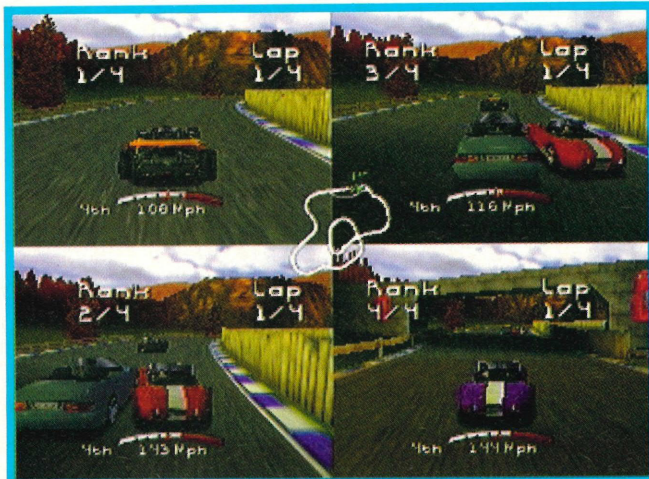
quite annoying feature is the way that some courses have little dead-end spur roads designed to trick you into driving into a cul-de-sac. Obviously if you take the time to learn the courses these aren't

parrots and the like) however, there's nothing outstandingly different to look at. If only that Ariane rocket had taken off during a race – now that would have been a spectacle!

Big Pipes

Car handling definitely veers more towards the arcade than reality, but even so there's still a wide variety of characteristics depending on what car you're driving and how it's configured. In

the game it's advisable to upgrade your engine as soon as possible, as this gives you a huge speed advantage over the other drivers in early races, but it is recommended that you shell out the folding stuff for gearbox and suspension





▲ In pit stops, you only have to worry about your choice of tyres – all the work is done automatically when you pull up.

modifications as well to get the most out of your more powerful motor. Getting to grips with the customisation options becomes increasingly important as you progress, since the more powerful cars corner like a supertanker (or the heroes of *Jet Force Gemini*) unless you get under the bonnet and tinker.

Racing does get surprisingly hectic. If there's one thing about *Roadsters* that stands out, it's the speed. The countryside flashes past with no slowdown, making this one of the few racing games where you actually feel as though you're moving at the rate on the

speed. The other cars add to the action, deliberately veering in front of you to block you on corners and sometimes even side-swiping you off the track. The eight characters in the game all have their own little soundbites as one passes another which, although they soon get repetitive, does mean you know who's in what car.

Va-Va-Voom

The only real failing of *Roadsters* is that it reminded us a little too much of Titus' previous racer, *Automobili Lamborghini*. Even though the game engine has supposedly been completely rewritten, there's still that slightly robotic feel to the races. The car handling is better, but falls short of being completely realistic.

Apart from this, *Roadsters* is a great laugh, especially as a four-player game. Thanks to the crisp graphics, you can actually see what's going on in the smaller windows! Unlocking all the cars in mode provides a good incentive to keep coming back for more. It might not be groundbreaking in any way, but *Roadsters* is entertaining and playable, and that's really what counts. ■



2nd opinion

With some hot cars, some nice tracks and pretty good car handling *Roadsters* is an impressive title. While it's not going to make you fall out of your chair with amazement, if you're looking for a top N64 racing game then this is a good bet! **ROY KIMBER**

Rating



The Car's Not The Star

Can't get an official licence from a car manufacturer? Then just give the existing models new names! Nobody will notice... really.



This isn't a Ferrari 355. Oh no no no.

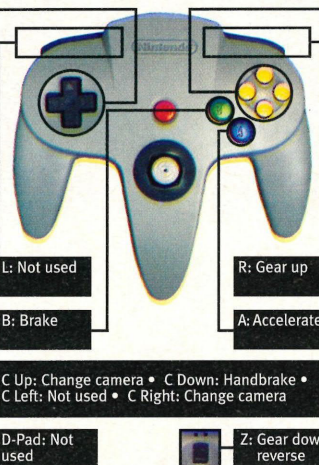


Absolutely nothing like an AC Cobra.



Dodge Viper? What's that, then?

64 Bottom Line Controls



Alternatives

F-1 World Grand Prix: Nintendo
Reviewed: Issue 18, 94%
Beetle Adventure Racing: EA
Reviewed: Issue 25, 83%

Rating

Graphics



Audio



Gameplay



Challenge



Overall



Soundbite

Unoriginal but enjoyable racer...

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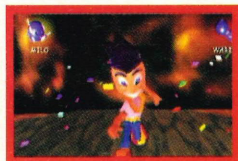
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Milo's Astro Lanes

Mel Brooks would be proud of these Spaceballs!



Space hockey? No. Futurama football then? No. What about black hole basketball then, is that strange enough? Well, no, that isn't daft enough either. The ideal game to play in space is apparently... ten pin bowling. Well, Milo and a bunch of extremely peculiar aliens and robots would have us believe that anyway. So what do you get for your money then? A pair of badly fitting smelly bowling trainers and half a pint of flat Coke for your troubles? No, you get something completely out of this world. And we mean that in the nicest sense.

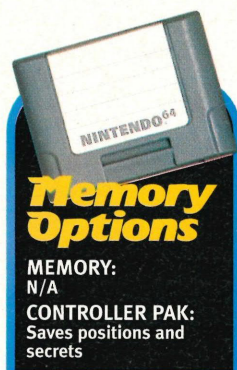
Milo and said chums bowl. That's all they do. They do it in inimitable style though. Beginning the game in a space lobby you get the chance to select one of the various coloured balls, none of which seem to have any particular advantage over any other but they are



so purdy to look at you feel grateful a choice has been included. Once you've grabbed your balls (missus), you then choose from one of the camp outer space bowlers. Each has their own strengths and weakness but you'll find that with the power ups and special tricks that you acquire during gameplay they all end up with drastically different abilities anyway. Ho-hum.



▲ If this guy hits something other than the pins then he is in serious trouble. He's standing on the poor monster's tongue with dirty shoes on!



Memory Options

MEMORY:
N/A

CONTROLLER PAK:
Saves positions and secrets



PLAYERS



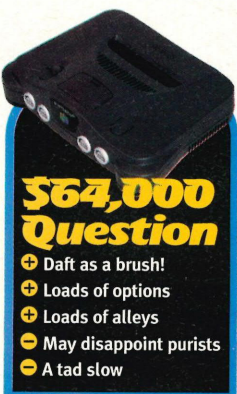
EXPANSION PAK



RUMBLE PAK



Publisher: Interplay
Developer: Crave Entertainment
Game Type: Bowling
Origin: US
Release: Out Now
Price: £34.99



364,000 Question

- ⊕ Daft as a brush!
- ⊕ Loads of options
- ⊕ Loads of alleys
- ⊖ May disappoint purists
- ⊖ A tad slow

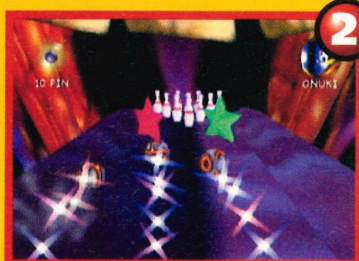
The Fantastic Four

Here are the four bonus balls that can be picked up as you steady those beady eyes on the ten trembling pins!



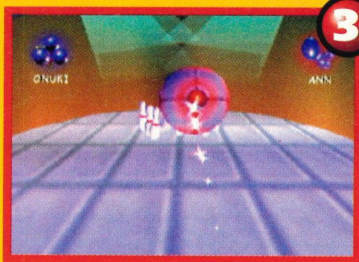
The White Dwarf

If you manage to secure this rare ball you will have a ball that travels at twice the speed of sound and has a wallop greater than a rhino with a hangover.



Three Way

A three-way ball is exactly what you need if you have a few stray skittles remaining. The middle ball is uncontrollable but each of the outside ones can be directed in as desired.



Mega Ball

Basically, if your balls swell to this size you need to consult a doctor. If are lucky enough to get one like this you are almost guaranteed a strike!



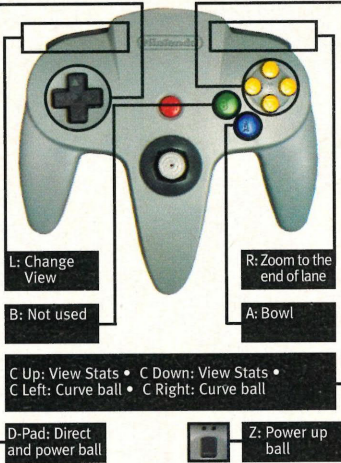
Boost Ball

This is the weakest of the four bonus balls but will give your ball an extra burst of energy to help you over any obstructive jumps and ramps.



▲ You'd think that with a brain that size you couldn't miss a thing, but old big bonce does miss a few pins from time to time!

64 Bottom Line Controls



Alternatives

Virtual Pool 64: Interplay
Reviewed: Issue 24, 84%
The real thing! (Although we can't promise aliens)

Rating

Graphics



Audio



Gameplay



Challenge



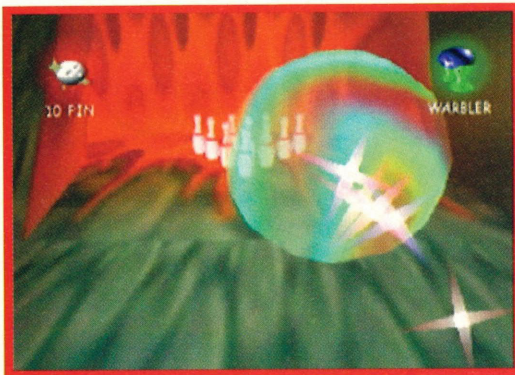
Overall



73

Soundbite

A tired idea with the odd twist that will satisfy a few...



▲ This is what you call a big ball! If you feel you're going to miss the pins then simply enlarge your chances with this beast.



accurately determine the trajectory of your ball is like trying to stab somebody with a marshmallow. Don't get us wrong, enough practice and you'll be somewhere close to the expertise of Fred Flintstone but for a long time you'll be eagerly wanting to just run up the alley and kick the darn things down

Lanes just about succeeds. It gives you an excuse to gather a few buddies around, crack open a bottle of fizzy pop (yeah, right!) and enjoy a leisurely night in front of a few weird aliens in slacks. It's fairly slow and highly unoriginal but it's a cheeky beast of a game and one that is bound to find a loving owner

somewhere. One for alien loving, bowling fans in particular – everybody else

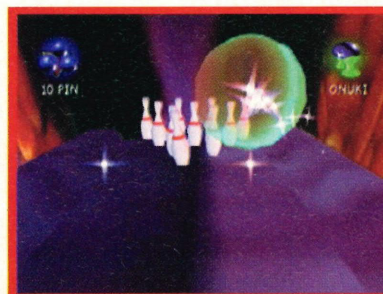
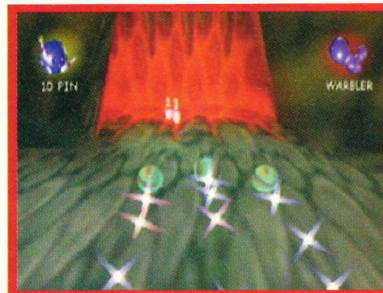
please consider carefully before snapping it up. ■

It's fairly slow and highly unoriginal!

yourself. The alleys themselves also act as hazards and obstacles. If you aren't put off with using a poor alien's tongue as a lane then there are lanes with holes, ramps and jumps to manoeuvre. This is where a skilful blend of special moves and a considerable amount of luck is required.

Space Invaders

Bowling games aren't the epitome of originality, nor is taking a tired genre and tagging a 'crazy' theme to it (yes, we're pointing the finger of accusation at you, *Clayfighter*), but *Milo's Astro*



▲ When this boy hits home there is virtually nothing your rival can do to beat you. Use it wisely though, because it doesn't come along that often!

2nd opinion

Bowling is a game (note: not a 'sport') that's best played with a bunch of mates and a number of drinks. You can do this with *Milo's Astro Lanes*, but it's not quite the same. For all the tricks and gimmicks, it's a lot less satisfying than getting a real strike! **ANDY McDERMOTT**

Rating



► If she bends over any more then you'll be able to see right up her skirt! Unfortunately this doesn't happen.



Gex 3: Deep Cover Gecko

The return of the slimy superspy!

He's back! Though to be honest, has anyone actually missed him? As videogame heroes go, Gex the gecko is very much a minor-leaguer, marginally above the Zools and Bubsy the bobcats of this world but hardly up there with Mario or Sonic. In fact, he's the Jean Claude Van Damme of videogaming. And that's not intended as a compliment.

Gex 3: Deep Cover Gecko sees the return of the smirking reptile in another 3-D platform escapade. The villain is, once again, the evil Rez (why don't the heroes just *kill* the bad guys at the end of a game?) and this time, as well as trying to take over the world's television screens, he's also kidnapped Gex's partner, Agent Xtra. Since she's played by Baywatch's Marlicee



▲ It's the Lizard With No Name! To reach the world's largest pile of dung (yes, really) Gex adopts a western persona.

Andrada, the Xtra part is presumably silicone. The imprisoned babe pops up occasionally in small snippets of video, displaying all the acting ability for which she is justly famed, but sadly nothing more. Only the limber-tongued lizard can save her!

Gordon

Gex has apparently been recruited by the government as a secret agent since his last outing; let's hope it's not by the KGB, like that granny from the Home Counties recently. The game starts out in Gex's underground headquarters, which acts as a hub for reaching all the other levels. Some areas need access cards to enter, and all the levels have to be

Ninfo

PLAYERS



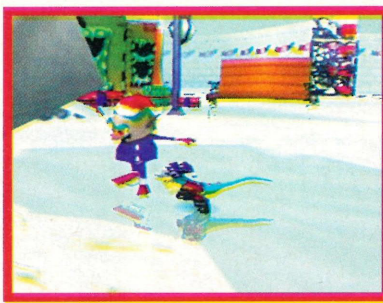
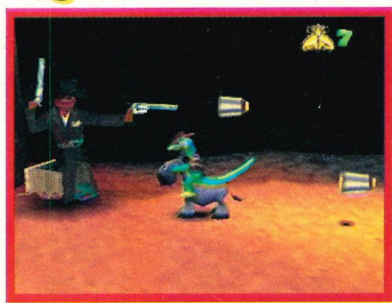
EXPANSION PAK



RUMBLE PAK

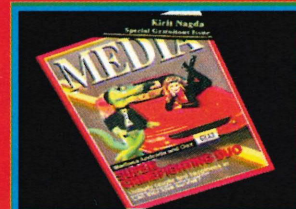
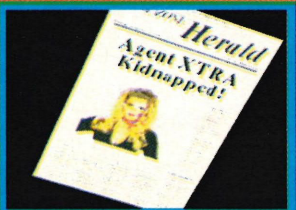
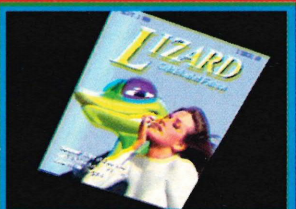
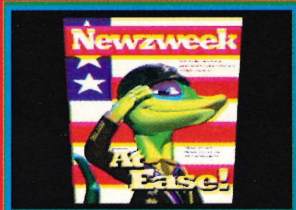
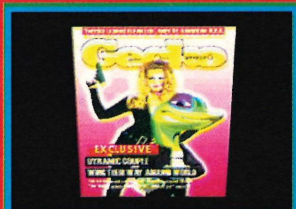


Publisher: Crave
Developer: Gratuitous Games
Game Type: Platform
Origin: USA
Release: November
Price: £39.99



The Name's Gecko. Gex Gecko

He's doing all right for himself, is old Gex. After saving the world from Rez last time round, he's become a media sensation. But oh no! His bulging partner Agent Xtra has been kidnapped! She manages to get in one last communicate before the hunt begins...



\$64,000 Question

- Colourful visuals
- Varied environments
- Some amusing sub-games
- Totally formulaic
- Iffy controls
- Slow-paced



▲ At one point in the World War II world, Gex takes control of this comedy tank and trashes a town. It's better than Goldeneye's tank section!

opened up by collecting a set number of TV remote controls. Luckily, the first one is right there in Gex's HQ, but the others have to be earned.

Each world sets Gex three tasks that have to be completed. Each task earns him a remote, and a fourth is available



been made deliberately plodding.

Gex himself isn't very controllable. He has quite a wide turning circle, which often leads to him falling off the edge of platforms, and his jump button frequently doesn't respond quickly enough. Most of the time this only causes him to fall back down to ground level, but there are a couple of instant-death chasms where it quickly gets foot-through-the-telly frustrating.

Gex:
Enter The Gecko

Doesn't offer anything at all new or special...

in each world if the hungry scalemeister finds 100 fly tokens. The tasks sound fairly varied, with the first level – 'Totally Scrooged' – needing Gex to create five ice sculptures, whack the snowboarding elves and defeat Evil Santa, but most of the time they just involve finding certain objects or killing enemies.

Helping Gex out is Alfred, a tortoise who appears at various points throughout the game to offer advice. He's most useful on the training level, where novice players can get to grips with Gex's range of odd skills, but he also shows up when players may need a helping hand about what to do next.

Jim Morrison

Visually, *Gex 3* is a marginal improvement on its predecessor, with colourful levels and some decent animation. On the downside, the game is quite sluggish. It doesn't appear to be slowdown caused by too many objects onscreen at once; instead, the whole pace of the game feels as though it's

suffered from a dodgy camera featuring three different modes, none of which worked right. The sequel only offers two modes... neither of which work right. It's slow to keep up with Gex as he runs around, and there are some points where it just gives up entirely and either hides Gex behind objects or pops abruptly to a new position, usually at the exact moment you're trying to make a precise jump. To be fair, it is better than the



▲ Gex dons a big woolly hat and a sweater for this snowboarding section. It's not exactly 1080°, but it's quite fun.



Lizard Of Many Faces

Gex has an outfit for every occasion!

With getting on for 30 different disguises, the laconic lizard can fit in anywhere!



Soldier



Diver



Vampire



Hercules



Scuba



Tank



Mecha-Gex



Pirate



Snowboarder



Cowboy





▲ Believe it or not, that is the Ark of the Covenant in the background. Problem is, it's guarded by this angry Egyptian god!

camera in the last *Gex* game, but it's still a long way from perfect.

Underwater sections are especially infuriating, because the camera has trouble keeping up with you as you turn. One of the tasks that has to be completed in order to win a remote involves swimming around to find and burst air bubbles, and it becomes next to impossible when the camera won't let you see them! Like most games, the controls for swimming are taken straight from *Mario*, meaning there's a lot of flailing about trying to point yourself in the right direction. It's a pity *Gex 3*'s designers didn't take the same approach as *Rayman 2*'s creators and try to come up with a better system.

Oh My Sides

This being a *Gex* game, you expect comedy, right? Well, maybe comedy in a fairly loose sense of the word, but something that's at least *meant* to be funny. Unfortunately, *Gex 3* can't even manage that.

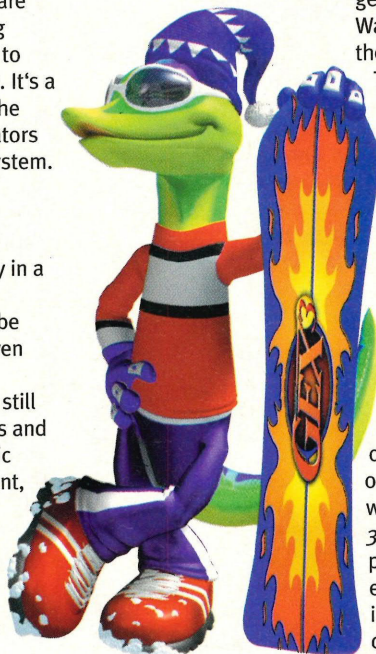
Although the theme of the game still involves taking the mick out of films and TV shows, this round it's not specific targets that get the parody treatment, but instead genres. This actually takes away one of the *Gex* franchise's unique selling points. Okay, so *Gex: Enter The Gecko* wasn't exactly a rib-cracking experience on the scale of *The*



▲ Now this is really taking the pith. Despite *Gex*'s Sherlock Holmes outfit, this level's theme appears to be big-game hunters and savage animals.

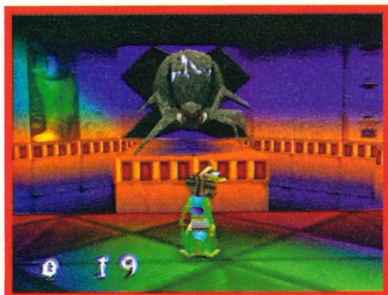
Simpsons or *Austin Powers*, but it still raised the occasional smile of recognition when you wandered into spoofs of *Indiana Jones* or *NYPD Blue*. In *Gex 3*, though, the levels are just based around

It's ended up both bland and unfunny...



general themes – the wild west, World War II, pirates, anime – which in themselves aren't actually funny at all. This kind of comedy relies on getting the details right, but *Gex 3* has scrubbed away specific references to anything and ended up being both bland and unfunny. Many of the levels could have come from just about any platform game.

Gex 3: Deep Cover Gecko joins the long and undistinguished list of acceptably average N64 platform games. It's not terrible in a *Starshot* or *A Bug's Life* kind of way, but nor does it offer anything at all new or special to gamers. Whack a handful of other platformers in a blender, set it on purée, and the goo that results would probably be very similar to *Gex 3*. This may be just what a lot of people want – a game that gives you exactly what you expect. At this stage in the N64's life, though, it's time that developers (and the public) started taking a few more chances. ■



▲ In order to progress, Gex has to kill this giant bug by swallowing a firefly and gobbling flames at it. Once it's dead, new platforms appear.

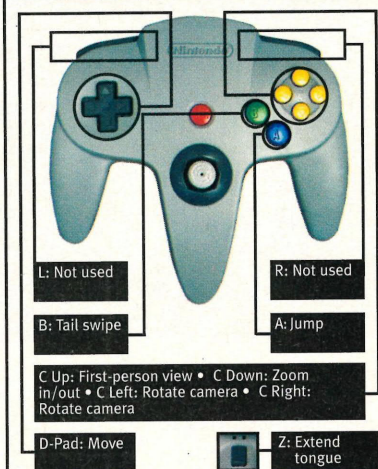
2nd opinion

Gex is back with all-new costumes and all-new bad guys, but to be honest it's not really an improvement over the original. If you liked the first game then take a look at this for more of the same – if you hated the first one then you're not gonna like *Gex 3* either! **ROY KIMBER**

Rating



64 Bottom Line Controls



Alternatives

Rayman 2: Ubi Soft
Reviewed: Issue 33, 94%
Super Mario 64: Nintendo
Reviewed: issue 1, 92%

Rating

Graphics



Audio



Gameplay



Challenge



Overall



73

Soundbite

Playable enough platformer that offers nothing new whatsoever...

In-Fisherman Bass Hunter 64

Pull on your wellies and take a firm grip on your tackle!

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

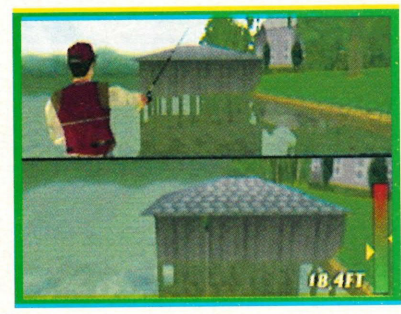
Publisher	Take 2
Developer	Gear-Head
Game Type	Fishing Simulation
Origin	US
Release	Out now
Price	£39.99

\$64,000 Question

- It's the N64's first fishing sim
- The full monty for authenticity
- Huge lakes to explore
- Excellent learning curve
- Underwater split-screen sucks a bit
- Fish animations and species variety sorely lacking

Unless you count the one-off sections in *Zelda*, Nintendo fishing fanatics haven't had so much as a nibble when it comes to armchair angling. Which is strange considering other consoles including PlayStation and Dreamcast have been inundated with numerous bass-related titles. *In-Fisherman Bass Hunter 64* (let's call it *IFBH64*) is the very first dedicated fishing simulation featuring those long suffering piscines.

The emphasis is very much on realism, as opposed to instantaneous arcade gratification, but the three difficulty levels and on-line tutorial ensures that it's accessible to seasoned pros and amateurs alike. Just know that to catch the plumpest specimens, certain rules need to be adhered to, such as tackle and lure selection, season, colour and temperature of water, and lake location. Take onboard



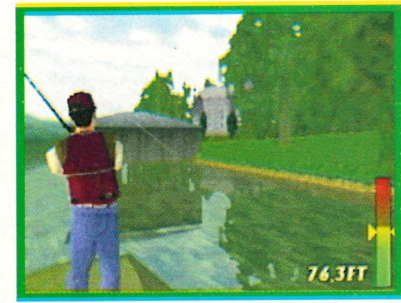
▲ The scenery throughout is particularly striking. It's almost as if you were there. Check out those reflections too. Impressive.

all these little nuances and, before long, you'll be hooked! Although it doesn't mean anything to us, the In-Fisherman name is big with a capital B in the States, as are all the tackle dealers used throughout.

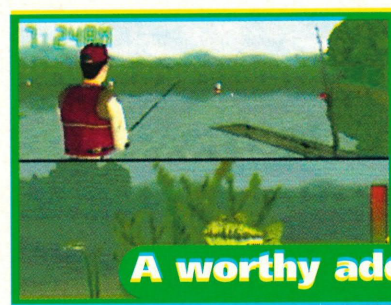
Strike!

We won't bore you with all their names, but suffice it to say all of the rods, reels, boats, lakes and artificial bait combos are licensed. Other features include expert advice from a top pro, varying light and weather conditions, electronic fish finders and rumble pack nibbles. The latter work well and the trick to hooking bass is knowing when to strike after the fish takes an interest in the bait.

There are two modes of play – Championship and Fishing For Fun, and



informed of specific objectives, locale, weather conditions and water temperature. The rest is up to you. Either start fishing where you begin, or open up the throttle and discover the

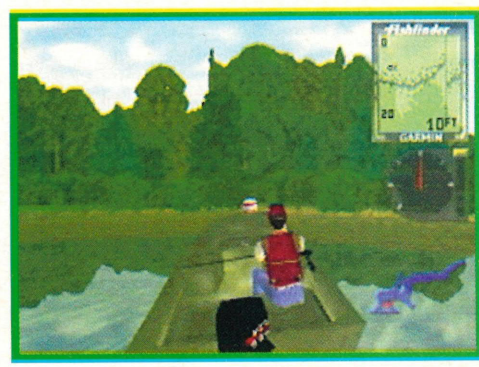
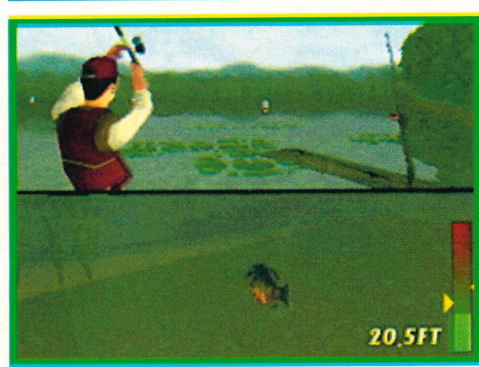


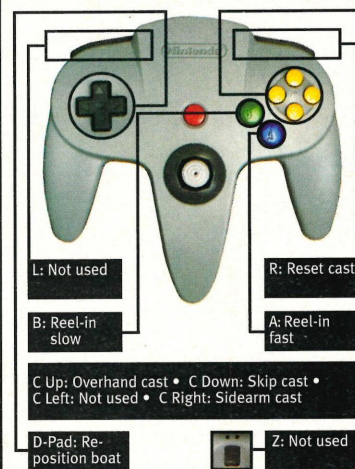
▲ When you hook into a fish, the screen splits to a view of the fish legging-it through the water. They're crafty and use weeds to snag you.

A worthy addition to anybody's software collection...

you can fish as a man or a woman. Neat. In Championship mode, players compete in timed events, where they are

best fishing spots in your boat. This is far more fun than it should be – not only can you tear through the water like a



64 Bottom
Line
Controls

Alternatives

The Legend Of Zelda: Nintendo
Reviewed: Issue 21, 96%

Rating

Graphics



Audio



Gameplay



Challenge

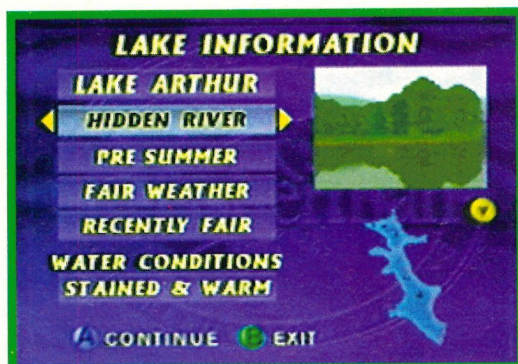


Overall

84%

Soundbite

Authentic, realistic and strangely compelling. We're hooked!



maniac, but the graphical detail above and around each lake is excellent.

Okay, you've absorbed all the advice and you want to get your tackle out. After choosing the best bait/rod/reel combination, it's time to cast out your line. There are three ways to do this and there's a metre to gauge how far you toss out the lure. Simple stuff, but effective.

Worm

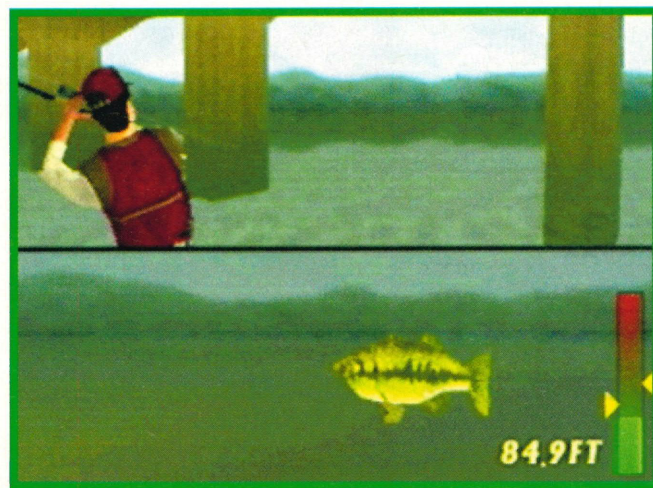
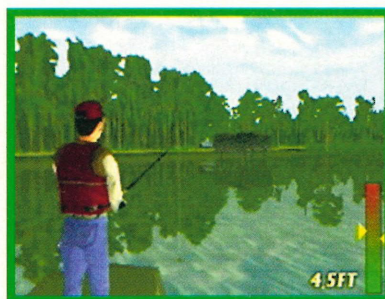
The real skill of the game is tempting the slimy suckers onto your bait. The graphics underwater are a bit lacklustre, however, and the animations of the fish average to say the least. The AI as they pull the line one way then the other is

admirable, though, and you have to adjust line tension and negotiate potential snags before reeling them in. Lost fish are a common occurrence, but patience, skill and not a little luck reap their rewards as you become more adept at the fineries of bass angling. Winning competitions endows the player with more cash for better equipment and as a consequence of this, bigger hauls of fish.

Take 2 appears to have struck the correct balance of skill with accessibility, making *In-Fisherman Bass Hunter 64* a worthy addition to anybody's software collection. The sound effects are feeble, there's not much commentary and the underwater action could have been better, but Take 2 has laid down the gauntlet for other companies and produced a top-notch example of the genre. With its engrossing angle (sorry) on the sport, we'll be up with the early bird hauling in those beleaguered bass well after the sun goes down. ■



▲ Cue the big grin as you haul... well, swing the skinny little fella into your hands. After, you're told the weight and species of the catch.



▲ When you hook a sizeable fish, it'll run you a merry dance weaving from left to right. If it looks as though your line is going to snap ease off on the drag.

2nd opinion

I have to say that fishing doesn't really interest me and as such I find it hard to get excited about *Bass Hunter*. I can't see anyone not into the sport going for it. That said, it's not a bad fishing game, but at the end of the day it's still a fishing game! ROY KIMBER

Rating



Magical Tetris Challenge

Is this money for old bricks?

Ninfo

PLAYERS



EXPANSION PAK



RUMBLE PAK



Publisher:	Activision
Developer:	Capcom
Game Type:	Puzzle
First Reviewed:	Issue 24
Release:	Out now
Price:	£39.99



Memory Options

MEMORY:

N/A

CONTROLLER PAK:

Stores game progress and high scores

Call us a bunch of cynical old hacks ("You cynical old hacks!" – A Reader), but Roy quite rightly voiced his disapproval of Disney's decision to churn out a guaranteed big seller with minimum creative input back in issue 24. *Tetris* is undoubtedly a great game, a doddle to play and impossible to put down, but the ploy of new features and novel twists is beginning to wear a bit thin. Okay, so Mickey, Minnie, Goofy and Donald are all involved, each one with their own little set of animations, but dear old Walt must be turning in his grave (well, most of him anyway) at the sight of the Disney characters being so shamelessly marketed. Or maybe he wouldn't...

One day while Donald's out fishing he stumbles across a mysterious shiny purple gem. Where's it from, and what are its powers? And more importantly, who really gives a damn? This attempt at a running storyline may support the feeble Story mode, where a different 'story' unfolds depending on who you choose to play with, but it's business



▲ Join Mickey and chums as you do what you've been doing for years...playing Tetris. Cynical? Us? Don't be daft. Well, perhaps just a bit.

as usual, ie *Tetris*, in between the dull slideshow plot.

Mickey Mouse Production

What really matters is the variance on the *Tetris* games themselves and this is where the game errs on the innovation front. Not much, mind. Gameplay incorporates the standard puzzle elements of every other *Tetris* puzzler, only Capcom has chucked in a few new shapes, and a welcome Magic system.

How does this work? It's a doddle. To throw magic pieces at your opponent,

players must clear at least two lines simultaneously on their side. This is known as the Magic Attack. To spice things up a tad, any magic attacks can be countered and re-counter and so on, but up to a limit. The more Counter moves you can pull off, the nastier and bigger the blocks become. Other modes of play are Up And Down – that's *Tetris* without the magic – and Endless Tetris, without the Story mode. So, not exactly something for everyone and it soon becomes quite tough even on easy. *Magical Tetris Challenge* is yet another bland clone of the classic theme, and one that even Disney's considerable marketing muscle can't rectify. Disappointingly familiar. ■

Disappointingly familiar...



▲ What's all this rainbowy stuff filling up your lovely screen? This, beloved reader, is the moment when you clear all those nasty blocks.



▲ Weird shapes, much bigger and more awkward than the regular shapes we're used to, start to drop before long.

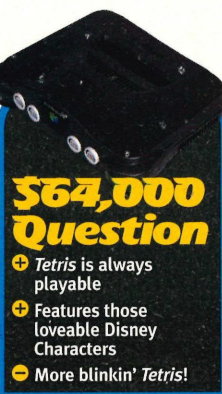


PAL Performance

How does the UK version compare in terms of speed to the import cart?

Borders: None

Speed: The same

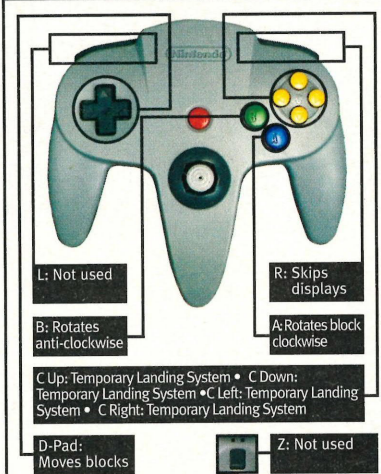


\$64,000 Question

- ✦ Tetris is always playable
- ✦ Features those loveable Disney Characters
- ✦ More blinkin' Tetris!



64 Bottom Line Controls



Alternatives

Tetrisphere: Nintendo
Reviewed: Issue 10, 70%
The New Tetris: Nintendo
Reviewed: Issue 32, 80%

Rating Graphics



Audio



Gameplay



Challenge



Overall %

68

Soundbite

The same old game slapped with a new lick of paint!

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cheat central

Cheat Central only prints the very latest cheats and tips for the N64; if you want to check out older cheats, our sister magazine *64 Solutions* contains a regularly updated archive of top tips. Alternatively, you can go online and browse the online database of cheats at <http://www.totalgames.net>

XPLORER

Sponsored by Xplorer 64 from Blaze

Cheat Central is now sponsored by Blaze, and to celebrate this Blaze is giving away five of its fantastic Xplorer 64 cheat cartridges to 64 MAGAZINE readers every issue!

To enter, just answer this question: **"Which actor currently plays James Bond?"**

Send your answer to *Xplorer (33) compo* at the usual address, to arrive before December 2!

LEGO RACERS

By the time you read this, *Lego Racers* should be out in the UK, so watch out for the review next issue! In the meantime, here are a couple of codes for it.

No Wheels Mode

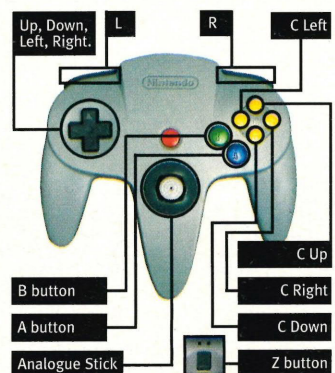
Go into Build mode and create a new driver, then go to the Make License screen and put in the driver's name as NWHLS.

Rocket-Powered Car

Go into Build mode and create a new driver, then go to the Make License screen and put in the driver's name as FLYSKYHGH.



Pad at a glance



JET FORCE GEMINI

We've got more info on this game than we know what to do with! Let battle commence...

All Hidden Characters

Just about all of the secret deathmatch characters in the game become unlocked when you touch the hidden secret Totems. The only exceptions are the Cyborg Ant and the powered-up incarnations of Vela, Juno and Lupus, which you get when you receive your powers in the main game. Here are the locations...

Yellow Ant

Found in: Goldwood
Character: Vela

Blue Ant

Found in: SS Anubis, Generator Room 2F
Character: Any

Red Ant

Found in: Ichor, Military Base
Character: Juno

Green Ant

Found in: Spawn Ship, Cargo Sewer
Character: Any

Male Tribal

Found in: Sekhmet, Channel Area
Character: Lupus

Female Tribal

Found in: Rith Essa, Mine
Character: Vela

Zombie Termite

Found in: Tawfret, Treehut
Character: Lupus

Beetle Termite

Found in: Tawfret, Tomb
Character: Vela



Metallic Termite

Found in: Sekhmet, Spiral Walkway (use hover)
Character: Lupus

Purple Termite

Found in: Mizar's Palace
Character: Juno

Cyborg Ant

Acquired with: Floyd Mission Award
Character: Floyd
Requirement: Get an Expert Award on all Floyd missions

Hidden Multiplayer Stages And Modes

A lot of the multiplayer modes need to be unlocked before you can play them. As with the hidden characters, some modes need you to touch Totems, others to complete specific challenges.

King Of The Hill

Found in: Cerulean Holding Room
Character: Any

Tunnels Stage

Found in: Rith Essa Waterfalls
Character: Vela

Rith Essa Mine Stage

Found in: Walkway Station
Character: Any with a jetpack

Space Station Stage

Found in: Space Station Basement
Character: Any

Goldwood Target Range

Acquired with: Floyd Mission Award

Character: Floyd
Requirement: Get Gold on Goldwood Floyd Mission

Rith Essa Target Range

Acquired with: Floyd Mission Award



Character: Floyd
Requirement: Get Gold on Eschbone Floyd Mission

Jeff & Barry Arcade Racing

Acquired with: Arcade Score Reward
Character: Any
Requirement: Come first in Jeff & Barry Arcade Racing

Jeff & Barry Arcade Racing II

Acquired with: Arcade Score Reward
Character: Any
Requirement: Come in first on Jeff & Barry Arcade Racing II

Greenwood Village Race Track

Acquired with: Arcade Score Reward
Character: Any
Requirement: Get the top records on both Jeff & Barry arcade machines.

Mizar 3-D Racer

Acquired with: Race Award
Character: Any
Requirement: Come first in the Mizar races.

Rainbow Blood Cheat

Collect 100 ant heads to unlock this cheat, then activate it from the Cheat menu under Options.

Jet Force Kids Cheat

Collect 200 ant heads to unlock this cheat, then activate it from the Cheat menu under Options. It allows you to play as the original child-like Jet Force characters.



Ants In Pants Cheat

Collect 300 ant heads to unlock this cheat then activate it from the Cheat menu under Options. Turns all enemies into stick figures with enormous trousers on!

DUKE NUKEM: ZERO HOUR

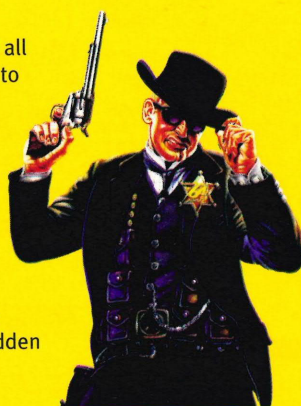
It only took about six months to arrive, but arrive it finally did! If you're stuck on GT Interactive's excellent shoot-'em-up then the following information might come in handy...

Titanic Level

To access the hidden Titanic level, Going Down, find all the time machine pieces before you reach The Rack to make a second exit portal appear in a room near to the first.

Wetworld Level

To access the hidden Wetworld level play through the Nukelear Winter stage until you reach the rail tracks leading to the communicator that you have to power up. Drop down onto the roof below where there is a medi kit then jump from this roof into the water and swim to a floating platform to find the hidden level exit.



Cheat Codes

The various cheats in the game are all unlocked in different ways. Here's how to get 'em...

Cheat	Level	To Unlock
First-Person Mode	N/A	Complete the whole game
Action Nuk'em Mode	N/A	Complete the whole game
Big Head Mode	2: 'Liberty Or Death'	Rescue all babes
Big Gun Mode	3: 'Nukelear Winter'	Kill all opponents
Ice Skin	5: 'Fallout'	Rescue all babes
Weather Option	6: 'Under Seige'	Find all secrets
High Speed Zombies	8: 'Dry Town'	Rescue all babes
Max Blaster Ammo	9: 'Jailbreak'	Kill all bad guys
Max Shotgun Ammo	10: 'Up Ship Creek'	Rescue all babes
Max Rifle Ammo	11: 'Fort Roswell'	Rescue all babes
Max Revolver Ammo	12: 'Probing The Depths'	Kill all bad guys
Max Sawn-Off Shotgun Ammo	13: 'Whitechapel Killings'	Kill all bad guys
Max SMG Ammo	15: 'Dawn Of The Duke'	Find all secrets
Max Gatling Gun Ammo	16: 'Hydrogen Bomb'	Kill all bad guys
Max Volt Cannon Ammo	17: 'The Rack'	Find all secrets
Max Freeze Ammo	20: 'The Brothers Nukem'	Kill all bad guys
Max Gamma Ammo	21: 'Alien Mothership'	Rescue all babes
Max Sniper Ammo	'Going Down' (hidden)	Rescue all babes
Flat Shade Map	'Wetworld' (hidden)	Find all secrets

ROAD RASH 64

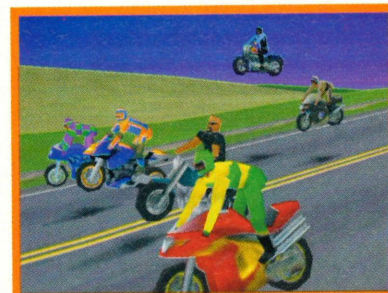
Another import title that's due out over here very soon, this violent racing game gives a new meaning to the term 'road rage'!

Scooters

To race around the tracks on scooters press C Down, C Right, C Up, C Left, Z, Z, L, C Left on the menu screen.

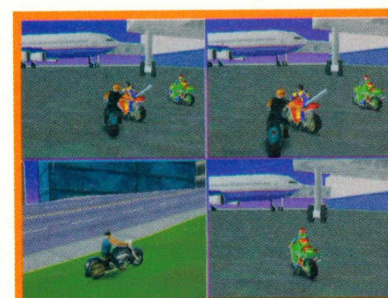
Turbo Start

To get fast start hold down the wheelie button until you've started, then release it. The front wheel of your bike hangs in the air for a few seconds then drops down and you get a temporary burst of speed.



Unlock All Bikes And Tracks

If you want to access everything the easy way, tap the following combination of buttons while on the main menu screen: C Up, C Left, C Left, C Right, L, R, C Down, Z.



REVOLT

We gave you a few codes for this top racing game last issue, but this time we've got the ultimate code that unlocks absolutely everything in the game!

Master Code

On the main menu screen, push B, A, Z, Z, B, L, A, C Right.



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XPLORER 64

THE ULTIMATE CHEAT CARTRIDGE

XPLORER CODES

Whoever said cheats never prosper obviously didn't play videogames! Cheats are the ones who have the most fun, and there's no easier way of cheating than with an Xplorer 64 cartridge from Blaze! If you have one of these game-busting marvels then you can crack the fine games below with its help, and if you don't have one, why not enter the competition on page 70 and try to win one?



BANJO-KAZOOIE

Special: Don't Use 3FFFFFF0002
Infinite Lives E88EC0B5961
Infinite Health E88EC0B5961
E88EC0B5959
E88EC0C2586
Infinite Air E88EC0A59B6
Infinite Gold Feathers E88EC0A59B6
Infinite Red Feathers E88EC0A59B6
Infinite Eggs E88EC0959B6
Infinite Jiggies E88EC0F59B6
Infinite Notes E88EC0959B6

All Notes EB595756595A
DB94B62D5FC4
E88EC0F959B6

BODY HARVEST

Infinite MG Ammo E85AD8CD5922
Infinite TS Ammo E85AD8DB59B6
Infinite TNT E85AD8D1595B
Body Count Always o C85AD8EE595A
Use only ONE of the following:
Surreal Mode 821593530080
Evil Adam Mode 82052AFD0002
Fat-Legged Alien 8213FD030001

BIDDY KONG RACING

Special: Don't Use 3FFFFFF0002
All Balloons E876D7D3598C
Enable All Cheats C8615182504F

F-ZERO X

Infinite Lives E861DA7F5955
Infinite Energy C8829EA09C78
C8829EA09C78
C8829E18595A
Infinite Time ED82A4F8598F
Continuous Turbo E882A07B59AA
Always 1st C8829E165959

GOLDENEYE

Special: Don't Use 3FFFFFF0002
Dam Level Codes C85FF63490DA
Infinite Health E85FFEE95957
Infinite Ammo C8309D7D3F80
Facility Level Codes 8209DF970007
Infinite Health 830C07DC3F80
Infinite Ammo 820C0F970007
Run, Surface A & Depot Level Codes 830C07DC3F80
Infinite Health 820C0F970007
Bunker A, B & Silo Level Codes 8309AFDC3F80
Infinite Health 8209B7970007
Frigate Level Codes 830ADBDC3F80
Infinite Ammo 820AE3970007

Surface B Level Codes 830CCFDC3F80
Infinite Health 820CD7970007
Infinite Ammo 830AC7DC3F80
Statue Level Codes 820ACF970007
Infinite Health 830B3FDC3F80
Arch, Cav, Cradle, Egypt Level Codes 820B47970007
Infinite Ammo 830BDFDC3F80
Streets Level Codes 820BE7970007
Infinite Health 830A77DC3F80
Train, Jungle, Control Level Codes 820A7F970007
Infinite Ammo 830973DC3F80
Aztec Level Codes 82097B970007
Infinite Health 820585930001
Make sure you have the Cheat menu active in the game for the following:

All Guns 820585930001
Bond Invisible 8205859A0001
DK Mode 8205859C0001
Enemy Rockets 8205859A0001
Unlimited Ammo 8205859B0001
Invincible 820585920001
Paint Ball Mode 8205859F0001
Tiny Bond 8205859E0001
Turbo Mode 8205859A0001

INI '98

10 Goals E870D9535964
Home Team o Goals E870D953595A
Away Team 10 Goals E870ECCF5964
Away Team o Goals E870ECCF595A
Max Character Create Points ED9463465959
E8946346598B

LYLAT WARR

Infinite Lives E86C935F59BB
Infinite Bombs E86BF25D5955

MARIO KART 64

Only select ONE of the following:

Single Bananas 82165FBD0001
Multi Bananas 82165FBD0002
Single Green Turtle 82165FBD0003
Multi Green Turtles 82165FBD0004
Single Red Turtle 82165FBD0005
Multi Red Turtles 82165FBD0006
Spiked Turtles 82165FBD0007
Lightning Bolt 82165FBD0008
Exploding Blocks 82165FBD0009
Invincible 82165FBD000A
Invisible 82165FBD000B
Turbo Boost 82165FBD000C

QUAKE II

Special: Don't use 3FFFFFF0002
Infinite Health E87E79CD59B6

ROGUE SQUADRON

Infinite Lives E8675D48595B
Infinite Shields E867D1B359FF
C867D1B3595A
E8661D565958

SUPER MARIO 64

Infinite Lives E886EB3359B6
Infinite Energy C886EB32614F
Infinite Hat C886EB3A504F

TUROK 2: SEEDS OF EVIL

Activate Cheat Menu C86869D4504F
C86869D2504F

WWF VI NWO REVENGE

Enable All Characters E85C592B594F
No Time Out E863694C5966
Maximum Spirit E8635F8759B6
Aluminium Baseball Bat 830F1C500000
Baseball Bat E86373A6595A
830F1C500101
Chair E86373A6595A
830F1C500202
Table Piece E86373A6595A
830F1C500303
E86373A6595A

WWF WARZONE

Enable Cheat List C867F9D0695A
C867F9CE584F
C867F9D4795A
C867F9D2904F

ZELDA: OCARINA OF TIME

Infinite Rupees C865DB5C5C37
Infinite Health C865DB585A9A
All Equipment C865DBC4C8C7
All Quest Status Items C865DBC894F
Infinite Beans E865DBA596A
E865DBB595B
Infinite Bombs E865DBB595C
E865DBB25982
Infinite Bombchus E865DBB45961
E865DBB3598B
Infinite Deku Nuts E865DBB85959
E865DBB9C595A
Infinite Deku Sticks E865DBB5598A
E865DBB5598B
Infinite Magic E865DBB5598C
Infinite Slingshot Bullets E865DBB5598D
Have Fairy Bow E865DBB5598E
Have Lens Of Truth E865DBB5598F
Have Fire Arrow E865DBB55990
Have Ice Arrow E865DBB55991
Have Light Arrow E865DBB55992
Have Din's Magic E865DBB55993
Have Farore's Magic E865DBB55994
Have Nayru's Magic E865DBB55995
Have Silver Scale E865DBB55996
Have Golden Scale E865DBB55997
Have Bullet Bag(50) E865DBB55998
Have Boomerang E865DBB55999
Have Fairy Ocarina E865DBB5599A
Have Ocarina Of Time E865DBB5599B
Have Megaton Hammer E865DBB5599C
Have Hookshot E865DBB5599D
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Infinite Arrows E865DBB5599G

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Visit Project K Web page, listed NEW for Dreamcast, PSX, Nintendo, as well as Tips and Codes. Read all the latest news on Resident Evil 3, Dew Prism, Vagrant Story, Dragon Quest, Gran Turismo 2 on PSX, as well as Star Wars, Zombicide, Zone, Rainbow 6 on Dreamcast. We also have bypass codes for latest import PSX games and all the latest on Dreamcast and Nintendo. For the very latest news check out www.projectk.com. UPDATED 3 TIMES A WEEK. NOTE: no tips can be given over the telephone.

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Hi Res Pak \$21.99
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SPECIAL PIKACHU EDITION
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Pikachu Boxed Set Models \$12.99
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Charmeleon + POKEBALL \$14.99
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Barrett Wallace Call Sith Cid
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Total 2 Models Set (Pack of 3) \$10
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South Park 10 piece Keychains \$20
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Mai Ryu Ken Chun Li Gould Barrett \$9
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SNK Models (5 different Sets) EACH \$10
City Hunter Music CD \$16
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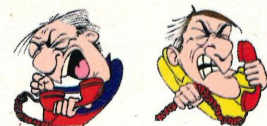
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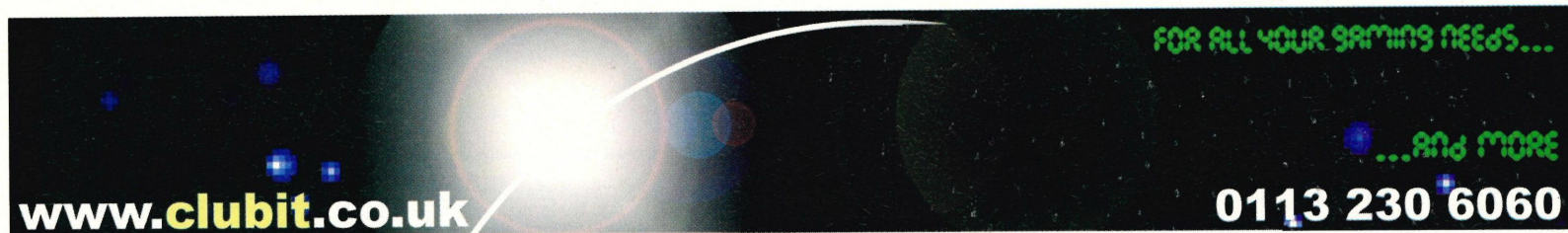
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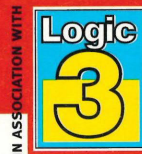
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64 score zone

MAGAZINE



74

Take your place on the paper podium that is... ScoreZone!

Quite a quiet month for new scores this issue - have you lot all given up? To give you a bit of incentive we've updated the prize for the Ultimate Player from the Trident Pad to the rather cool Logic 3 Top Drive Steering Wheel. The first recipient of this piece of kit is **Luke Kemp** from **Sevenoaks** for his score of **53 yellow gems** on *Mischief Makers* - proving that it doesn't have to be a new game to make you the Ultimate Player. We're still waiting for someone to complete the *Quake II* Time Trial challenge from issue 30 so we'll give you one last chance and set a new challenge next time around. Get Quaking!

ENTER THE ZONE!

Follow these easy steps to achieve entry to the 64 MAGAZINE annals of fame:

- Get a top score or time on an N64 game - without cheating!
- Use a camera or a video to record your time

- List all your scores on a sheet of paper along with your name and address

- Send the proof of your prowess to:

64 ScoreZone
64 MAGAZINE
Paragon House
St Peter's Road
Bournemouth, BH1 2JS.

- Include an SAE if you want your photos/videos back

Snowboard Kids

ROOKIE MOUNTAIN

0:26:43 Rob Pierce, Salisbury
0:26:56 Kevin Seeney, Bury St Edmunds
0:26:60 Chris Dawson, New South Wales
0:26:63 Kenneth Dundas, Arbroath
0:26:90 Philip Longhurst, Sudbury

BIG SNOWMAN

1:37:23 Kevin Seeney, Bury St Edmunds
1:37:43 Rob Pierce, Salisbury
1:38:56 Philip Longhurst, Sudbury
1:39:30 Jay Scott, Fort William
1:41:26 David Dennison, Welwyn Garden City

SUNSET ROCK

1:34:80 Philip Longhurst, Sudbury
1:35:23 Kevin Seeney, Bury St Edmunds
1:37:63 Jay Scott, Fort William
1:38:50 Rob Pierce, Salisbury
1:40:56 John Brennan, Bicester



NIGHT HIGHWAY

1:29:36 Kevin Seeney, Bury St Edmunds
1:31:43 John Lambregts, The Netherlands
1:31:20 Chris Dawson, New South Wales
1:31:60 Rob Pierce, Salisbury
1:32:66 Kenneth Dundas, Arbroath
1:33:00 John Dick, Uddingston
1:33:01 Andy Murray, Bournemouth

GRASS VALLEY

1:41:63 Kevin Seeney, Bury St Edmunds
1:42:26 Rob Pierce, Salisbury
1:43:43 Chris Dawson, New South Wales
1:44:86 Kenneth Dundas, Arbroath
1:45:43 John Lambregts, The Netherlands

DIZZY LAND

1:35:83 Kevin Seeney, Bury St Edmunds
1:36:20 John Lambregts, The Netherlands
1:36:43 Rob Pierce, Salisbury
1:36:83 Philip Longhurst, Sudbury
1:37:33 Jay Scott, Fort William

QUICKSAND VALLEY

01:34:30 Kevin Seeney, Bury St Edmunds
01:36:66 Chris Dawson, New South Wales
01:37:10 Rob Pierce, Salisbury
01:37:40 John Lambregts, The Netherlands
01:37:83 Kenneth Dundas, Arbroath

SILVER MOUNTAIN

01:45:63 Kevin Seeney, Bury St Edmunds
01:45:80 John Lambregts, The Netherlands
01:46:16 Philip Longhurst, Sudbury
01:46:63 Jan-Erik Spangberg, Sweden
01:46:86 Kenneth Dundas, Arbroath

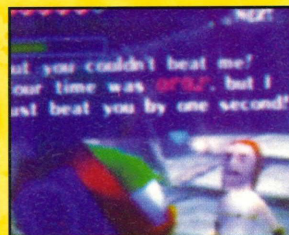
NINJA LAND

0:22:93 John Lambregts, The Netherlands
0:23:06 Rob Pierce, Salisbury
0:23:73 Philip Longhurst, Sudbury
0:23:93 Kevin Seeney, Bury St Edmunds
0:24:50 Kenneth Dundas, Arbroath

ANIMAL LAND TRICK SCORE

5520 Robert Gallagher, Southampton
4484 Kevin Seeney, Bury St Edmunds
4352 Joe Young, Bickerton
2780 Mike Hulton, Kingswear
2704 Mike Brear, Wirral

Legend Of Zelda



BIGGEST FISH

24 Pounds Harris Shackleton, Halifax
24 Pounds Matthew Thompson, Cookham
24 Pounds Gareth Haynes, Droitwich

23 Pounds Leigh Maddox, Cheshunt
23 Pounds David Park, Hebburn

MARATHON RACE

1:02 Philip Longhurst, Sudbury
1:03 Mark Nicol, Western Australia
1:06 Matthys ten Ham, The Netherlands
1:08 David Park, Hebburn
1:10 Tammy Harris, Birmingham

HORSE RACE

0:46 Mark Nicol, Western Australia
0:46 Michael Tokarz, New South Wales
0:47 Matthys ten Ham, The Netherlands
0:47 Philip Longhurst, Sudbury
0:47 Tammy Harris, Birmingham

HORSEBACK ARCHERY

2000 points Mark Nicol, Western Australia
2000 points Matthys ten Ham, The Netherlands
1810 points Tammy Harris, Birmingham
1190 points Ned Pendleton, Brackley
1090 points Martin Hurley, Bournemouth

SCARS

ISLAND

0:45:48 Luke Kemp, Sevenoaks
0:46:76 Jeffrey Van Der Aa, The Netherlands

SKI

1:04:84 Jeffrey Van Der Aa, The Netherlands
1:09:48 Luke Kemp, Sevenoaks

RALLY

0:53:44 Jeffrey Van Der Aa, The Netherlands
0:55:84 Luke Kemp, Sevenoaks

CANYON

0:51:32 Jeffrey Van Der Aa, The Netherlands
0:51:84 Luke Kemp, Sevenoaks

MOUNTAIN

1:11:44 Jeffrey Van Der Aa, The Netherlands
1:13:36 Luke Kemp, Sevenoaks

WATER

0:46:04 Jeffrey Van Der Aa, The Netherlands
0:47:92 Luke Kemp, Sevenoaks

PIPE

1:24:24 Luke Kemp, Sevenoaks
1:28:52 Jeffrey Van Der Aa, The Netherlands

BLADE

0:58:36 Luke Kemp, Sevenoaks
0:59:24 Jeffrey Van Der Aa, The Netherlands
0:59:59 Andy Murray, Bournemouth

AZTEC

0:53:32 Luke Kemp, Sevenoaks
0:54:17 Joss Sweeny, Southampton
0:58:12 Martin Hurley, Bournemouth

Wetrix

CLASSIC

137278925 James Ellis, Pinner
48104283 David Baker, Great Knowley
42171264 Christine Allum, Rickmansworth
22994050 Ned Pendleton, Brackley
14948238 David Park, Hebburn

PRO

7504833 Ned Pendleton, Brackley
1216438 David Park, Hebburn
644326 Mans Ericsson, Sweden

Mario Party

SHY GUY FLY

0:09:72 Daniel Hooley, Breaston
0:09:72 Ian Kirk, Nottingham
0:09:12 Rachael Verel, Fulwood
0:07:60 Jeffrey Van Der Aa, The Netherlands

SLOT CAR DERBY 1

0:26:86 Tammy Harris, Birmingham



SLOT CAR DERBY 2

0:34:20 Anthony Hooley, Breaston

Top Gear Rally

COASTLINE

0:25:83 Gavin Deadman, Biggin Hill
0:23:75 Chris La Rosa, Hundelton
0:23:07 Chris Dunn, New Leake
0:23:50 Kristoffer Thorbjornsen, Scotland
0:34:02 Jason Larosa, Pembroke

STRIP MINE

0:21:80 Andrew Wetherell, Sandhurst
0:20:42 Chris La Rosa, Hundelton
0:20:86 Michael Tokarz, New South Wales
0:24:03 Chris Dunn, New Leake
0:25:79 Jason Larosa, Pembroke



JUNGLE

0:32:50 Gavin Deadman, Biggin Hill
0:32:74 Chris La Rosa, Hundelton
0:33:90 Michael Tokarz, New South Wales
0:45:73 Chris Dunn, New Leake
0:51:74 Jason Larosa, Pembroke

MOUNTAIN

0:35:70 Gavin Deadman, Biggin Hill
0:41:05 Chris La Rosa, Hundelton
0:45:82 Chris Dunn, New Leake
0:51:83 Andy Green, Kent
0:29:16 Kuljit S Athwal, Dundee

DESERT

0:35:54 Gavin Deadman, Biggin Hill
0:40:257 Chris La Rosa, Hundelton
0:45:18 Chris Dunn, New Leake
0:56:59 Andy Green, Kent
0:05:43 Kuljit S Athwal, Dundee

Shadows Of The Empire

AMBUSH AT MOS EISLEY

00:35 Richard Dunn, New Leake
01:01 Ben Webster, Millbridge
01:05 Paul Nicholls, Coventry
01:22 John Brennan, Bicester
01:37 Luke Kemp, Sevenoaks

RENDEZOUS ON BARKHESH

05:10 Paul Nicholls, Coventry
05:19 Richard Dunn, New Leake
05:19 John Brennan, Bicester

THE SEARCH FOR THE NONNAH

03:31 Richard Dunn, New Leake
04:30 John Brennan, Bicester
04:36 Paul Nicholls, Coventry

THE JADE MOON

01:02 Richard Dunn, New Leake
01:36 Paul Nicholls, Coventry
01:50 Ben Webster, Millbridge
02:45 John Brennan, Bicester

DEFECTION AT CORELLIA

09:09 John Brennan, Bicester

THE LIBERATION OF GERRARD V

04:04 Richard Dunn, New Leake
04:39 John Brennan, Bicester

IMPERIAL CONSTRUCTION YARDS

01:51 Richard Dunn, New Leake
02:27 John Brennan, Bicester

MOFF SEERDON'S REVENGE

04:08 John Brennan, Bicester
05:50 Paul Nicholls, Coventry

ASSAULT ON KILE II

01:55 Richard Dunn, New Leake

BATTLE OF HOTH

03:18 Danny Dunn, New Leake

PRISONS OF KESSEL

07:36 Richard Dunn, New Leake
09:01 John Brennan, Bicester

BATTLE ABOVE TALORAAN

02:02 Danny Dunn, New Leake
06:18 John Brennan, Bicester

ESCAPE FROM FEST

06:21 John Brennan, Bicester

BLOCKADE ON CHANDRILA

05:11 John Brennan, Bicester
05:25 Richard Dunn, New Leake

RAID ON SULLUST

01:43 Richard Dunn, New Leake

THE BATTLE OF CALAMARI

02:37 Richard Dunn, New Leake

RESCUE ON KESSEL

01:24 Richard Dunn, New Leake
03:34 John Brennan, Bicester
03:37 Paul Nicholls, Coventry
04:41 Oliver Lonsdale, West Bridgeford

THE DEATHSTAR TRENCH RUN

01:54 Richard Dunn, New Leake
01:58 Ben Webster, Millbridge
02:16 John Brennan, Bicester

Yoshi's Story

37424 Danny Dunn, New Leake
37081 Anthony Hooley, Breaston
35998 Richard Dunn, Boston
35460 Bonny Qvistoff, Copenhagen
34956 David Park, Hebburn

Mischief Makers

53 yellow gems Luke Kemp, Sevenoaks
52 yellow gems Luke Sutton, Australia
49 yellow gems James Ryland, Yandina, Australia
47 yellow gems Robert Gallagher, Southampton
46 yellow gems John Dick Uddington

F-1 WGP Fastest Laps

ALBERT PARK, AUSTRALIA

03:50:08 Sam Doyle, Glossop
04:1:08 Chris Dunn, New Leake
05:3:05 Neil Jarman, Cottingham
05:3:69 Jan-Erik Spangberg, Sweden
1:03:61 William Steed, Greenhithe

INTERLAGOS, BRAZIL

03:39:24 Chris Dunn, New Leake
04:6:65 Neil Jarman, Cottingham
04:7:40 Jan-Erik Spangberg, Sweden
1:00:52 Kristoffer Thorbjornsen, Kirkcaldy
1:01:69 Alan Dundas, Arbroath

BUENOS AIRES, ARGENTINA

03:38:63 Chris Dunn, New Leake
04:6:75 Jan-Erik Spangberg, Sweden
04:8:25 Neil Jarman, Cottingham
1:05:06 Kristoffer Thorbjornsen, Kirkcaldy
1:05:26 Alan Dundas, Arbroath

IMOLA, SAN MARINO

04:3:72 Chris Dunn, New Leake
05:5:05 Neil Jarman, Cottingham
05:5:37 Jan-Erik Spangberg, Sweden
1:06:96 Kristoffer Thorbjornsen, Kirkcaldy
1:08:40 Alan Dundas, Arbroath

MONTE CARLO, MONACO

04:2:68 Chris Dunn, New Leake
05:1:03 Neil Jarman, Cottingham
05:1:69 Jan-Erik Spangberg, Sweden
1:00:68 Sean Devereux-Cooke, Witham
1:00:89 Alan Dundas, Arbroath

BARCELONA, SPAIN

04:7:79 Chris Dunn, New Leake
05:1:61 Jan-Erik Spangberg, Sweden
05:8:04 Neil Jarman, Cottingham
1:08:08 Kristoffer Thorbjornsen, Kirkcaldy
1:09:19 Alan Dundas, Arbroath

MONTREAL, CANADA

03:37:80 Chris Dunn, New Leake
04:5:47 Neil Jarman, Cottingham
04:5:48 Andy Green, Sittingbourne
04:8:69 Jan-Erik Spangberg, Sweden
05:8:89 Alan Dundas, Arbroath

MAGNY-COURS, FRANCE

03:34:54 Chris Dunn, New Leake
04:5:51 Andy Green, Sittingbourne
04:6:81 Jan-Erik Spangberg, Sweden
04:8:53 Neil Jarman, Cottingham
05:8:53 Alan Dundas, Arbroath

SILVERSTONE, GREAT BRITAIN

03:39:19 Chris Dunn, New Leake
04:9:64 Jan-Erik Spangberg, Sweden
05:4:35 Neil Jarman, Cottingham
1:01:25 Alan Dundas, Arbroath
1:01:92 Matthys ten Ham, The Netherlands

HOCKENHEIM, GERMANY

04:3:48 Sam Doyle, Glossop
04:6:12 Chris Dunn, New Leake
04:8:92 Andy Green, Sittingbourne
1:02:45 Neil Jarman, Cottingham
1:03:54 Jan-Erik Spangberg, Sweden

HUNGARORING, HUNGARY

04:44:12 Chris Dunn, New Leake
04:5:29 Jan-Erik Spangberg, Sweden
04:6:67 Neil Jarman, Cottingham
04:8:64 Andy Green, Sittingbourne
1:00:84 Chris Devereux-Cooke, Witham

SPA-FRANCORCHAMPS, BELGIUM

03:38:63 Chris Dunn, New Leake
04:6:75 Sam Doyle, Glossop
04:8:25 Neil Jarman, Cottingham
1:03:63 Jan-Erik Spangberg, Sweden
1:04:66 Kristoffer Thorbjornsen, Kirkcaldy

MONZA, ITALY

04:44:00 Chris Dunn, New Leake
04:8:03 Andy Green, Sittingbourne
04:8:77 Neil Jarman, Cottingham
05:5:92 Jan-Erik Spangberg, Sweden
1:04:40 Alan Dundas, Arbroath

A1-RING, AUSTRIA

04:1:04 Chris Dunn, New Leake
04:3:28 Jan-Erik Spangberg, Sweden
04:9:16 Neil Jarman, Cottingham
05:5:92 Matthys ten Ham, The Netherlands
05:6:84 Alan Dundas, Arbroath

NURBURGRING, LUXEMBOURG

04:3:55 Chris Dunn, New Leake
04:7:77 Jan-Erik Spangberg, Sweden
04:9:37 Neil Jarman, Cottingham
1:02:20 Jon Quarrie, Stapleford
1:02:95 Sean Devereux-Cooke, Witham

SUZUKA, JAPAN

05:57:52 Richard Stout, Salford
05:8:32 Chris Dunn, New Leake
1:02:42 Andy Green, Sittingbourne
1:03:18 Jan-Erik Spangberg, Sweden
1:04:25 Neil Jarman, Cottingham

JEREZ, EUROPE

04:8:09 Chris Dunn, New Leake
05:0:20 Jan-Erik Spangberg, Sweden
05:4:40 Neil Jarman, Cottingham
1:05:44 Alan Dundas, Arbroath
1:05:58 Jon Quarrie, Stapleford

BONUS TRACK

03:34:74 Chris Dunn, New Leake
03:8:71 Andy Green, Sittingbourne
04:5:48 Alan Dundas, Arbroath
04:6:08 Chris Devereux-Cooke, Witham
04:8:73 Jon Quarrie, Stapleford

Goldeneye

FACILITY - 00 LEVEL!

0:56 Richard Dunn, New Leake
1:00 Magnus Smith, Burra Isle
1:06 Stephen Hill, Maidstone
1:07 Matthew Stevenson, Bournemouth
1:10 Matthys ten Ham, The Netherlands

BYELOMORYE DAM

0:56 James Hurst, Surrey
0:56 Matthys ten Ham, The Netherlands
0:56 Richard Lovelock, Newbury
0:56 Jon Burrows, Queensland
0:57 Zack King, Surrey

FACILITY

0:45 Richard Dunn, New Leake
0:52 Magnus Smith, Burra Isle
0:54 Matthys ten Ham, The Netherlands
0:54 Mike Geisler, Australia
0:55 Matthew Stevenson, Bournemouth

RUNWAY

0:24 Michael Williams, Exeter
0:24 Jon Burrows, Queensland
0:25 Mike Geisler, Australia
0:25 Matthys ten Ham, The Netherlands
0:25 Sam Doyle, Glossop

SURFACE 1

1:01 Magnus Smith, Burra Isle
1:07 Danny Dunn, New Leake
1:09 Matthys ten Ham, The Netherlands
1:11 Matthew Stevenson, Bournemouth
1:12 Antonio Debs, Tripoli

BUNKER 1

0:20 Matthys ten Ham, The Netherlands
0:21 Andrew Joulis, Weston-Super-Mare
0:21 Jon Burrows, Queensland
0:22 Tammy Harris, Birmingham
0:22 Antonio Debs, Tripoli

LAUNCH SILO

1:12 Richard Dunn, New Leake
1:20 Stephen Hill, Maidstone
1:22 Matthys ten Ham, The Netherlands
1:25 Antonio Debs, Tripoli
1:26 Michael Williams, Exeter

FRIGATE

0:25 Magnus Smith, Burra Isle
0:30 Jon Burrows, Queensland
0:31 Matthys ten Ham, The Netherlands
0:32 Stephen Hill, Maidstone
0:34 Adam Tucker, Great Yarmouth

SURFACE 2

0:57 Danny Dunn, New Leake
0:57 Sam Doyle, Glossop
0:57 Matthys ten Ham, The Netherlands
0:57 Jon Burrows, Queensland
0:58 Paul Nicholls, Coventry

BUNKER 2

0:26 Danny Dunn, New Leake
0:29 Richard Dunn, New Leake
0:31 Michael Williams, Exeter
0:31 Andrew Joulis, Weston-Super-Mare
0:31 Jon Burrows, Queensland

STATUE PARK

2:37 Matthys ten Ham, The Netherlands
2:38 Danny Dunn, New Leake
2:39 Raymond Burton, Stocksbridge

2:39 Neil Friedman, Whitefield
2:39 Jon Burrows, Queensland

MILITARY ARCHIVES

0:18 Richard Dunn, New Leake
0:20 Matthew Stevenson, Bournemouth
0:20 Matthys ten Ham, The Netherlands
0:20 Jon Burrows, Queensland
0:21 Michael Williams, Exeter

STREETS

1:14 Danny Dunn, New Leake
1:17 Matthys ten Ham, The Netherlands
1:17 Andrew Joulis, Weston-Super-Mare
1:17 Antonio Debs, Tripoli
1:18 Jon Quarrie, Stapleford

DEPOT

0:24 Richard Dunn, New Leake
0:24 Matthys ten Ham, The Netherlands
0:20 Sam Doyle, Glossop
0:30 Jon Burrows, Queensland
0:30 Antonio Debs, Tripoli

TRAIN

1:26 Matthys ten Ham, The Netherlands
1:32 Richard Dunn, New Leake
1:32 Antonio Debs, Tripoli
1:34 Sam Doyle, Glossop
1:34 Stephen Hill, Maidstone

JUNGLE

1:07 Matthys ten Ham, The Netherlands
1:10 Richard Dunn, New Leake
1:14 Sam Doyle, Glossop
1:16 Andrew Joulis, Weston-Super-Mare
1:17 Jon Burrows, Queensland

CONTROL CENTRE

3:52 Richard Dunn, New Leake
4:23 Matthys ten Ham, The Netherlands
4:32 Andrew Joulis, Weston-Super-Mare
4:42 Karl Watt, Shetland
4:49 Jon Quarrie, Stapleford

WATER CAVERNS

1:06 Matthys ten Ham, The Netherlands
1:08 Danny Dunn, New Leake
1:08 Jon Burrows, Queensland
1:08 Antonio Debs, Tripoli
1:09 Jon Quarrie, Stapleford
2:39 Raymond Burton, Stocksbridge
2:39 Neil Friedman, Whitefield
2:39 Jon Burrows, Queensland

CRADLE

0:42 Matthys ten Ham, The Netherlands
0:46 Stephen Hill, Maidstone
0:47 Andrew Joulis, Weston-Super-Mare
0:49 Richard Dunn, New Leake
0:51 Jon Burrows, Queensland

AZTEC COMPLEX

2:07 Richard Dunn, New Leake
3:08 Sam Doyle, Glossop
3:11 Andrew Joulis, Weston-Super-Mare
3:14 Magnus Smith, Burra Isle
3:15 Karl Watt, Shetland

EGYPTIAN TEMPLE

0:56 Matthys ten Ham, The Netherlands
0:56 Jon Burrows, Queensland
1:00 Andrew Joulis, Weston-Super-Mare
1:01 Michael Williams, Exeter
1:02 Adam Tucker, Great Yarmouth

Beetle Adventure Racing

COVENTRY COVE

4:50:26 Paul Nicholls, Coventry
4:51:56 Andrew Stanger, Wyton
5:53:17 Stewart Loughton, Lincoln
4:55:06 Matthys ten Ham, The Netherlands
4:58:78 John Brennan, Bicester



MOUNT MAYHEM

4:53:52 Paul Nicholls, Coventry
4:54:69 Andrew Stanger, Wyton
5:07:81 John Brennan, Bicester
5:13:34 Gavin Deadman, Biggin Hill
5:18:14 Jeffrey Van Der Aa, The Netherlands

INFERNO ISLE

7:01:69 Andrew Stanger, Wyton
7:11:03 Gavin Deadman, Biggin Hill
7:34:58 Paul Nicholls, Coventry
7:41:45 Jeffrey Van Der Aa, The Netherlands
7:45:88 John Brennan, Bicester

SUNSET SANDS

5:50:66 Andrew Stanger, Wyton
6:21:16 Paul Nicholls, Coventry
6:29:37 John Brennan, Bicester
6:41:24 Gavin Deadman, Biggin Hill
7:02:52 Jeffrey Van Der Aa, The Netherlands

METRO MADNESS

6:19:78 John Brennan, Bicester
6:25:48 Andrew Stanger, Wyton
6:34:58 Paul Nicholls, Coventry
7:00:84 Tom Cordrey, Ripon
7:03:53 Matthys ten Ham, The Netherlands

WICKED WOODS

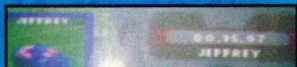
4:12:46 Paul Nicholls, Coventry
4:34:42 Andrew Stanger, Wyton
4:45:60 Jeffrey Van Der Aa, The Netherlands
4:54:38 Gavin Deadman, Biggin Hill
4:56:61 John Brennan, Bicester



Micro Machines 64 Turbo

THE MAIN COURSE

00:15:97 Jeffrey Van Der Aa, The Netherlands
00:16:66 Chris Cox, Cambridge



LOVE TRIANGLE

00:42:35 Jeffrey Van Der Aa, The Netherlands

BEWARE OF THE DOG

00:39:45 Jeffrey Van Der Aa, The Netherlands

CRASH AND FERN

00:23:19 Jeffrey Van Der Aa, The Netherlands

DESTRUCTION DIRTBOX

00:32:23 Jeffrey Van Der Aa, The Netherlands

BRAKE-FAST BENDS

00:41:31 Jeffrey Van Der Aa, The Netherlands

CALCULATOR RISK

00:28:85 Jeffrey Van Der Aa, The Netherlands

WIPEUP

00:38:65 Jeffrey Van Der Aa, The Netherlands

TANKS ALOT

00:28:32 Jeffrey Van Der Aa, The Netherlands

BAGUETTE BALANCE

00:23:56 Jeffrey Van Der Aa, The Netherlands

TRUCKER'S LUCK

00:32:27 Jeffrey Van Der Aa, The Netherlands

BIKINI BLAZER

00:27:43 Jeffrey Van Der Aa, The Netherlands

PEBBLE DASH

00:25:94 Jeffrey Van Der Aa, The Netherlands

BEACHED BUGGIES

00:22:59 Jeffrey Van Der Aa, The Netherlands

RIGHT ON CUE

00:24:65 Jeffrey Van Der Aa, The Netherlands

RACK 'N ROLL

00:49:05 Jeffrey Van Der Aa, The Netherlands

PULLING POWER

00:41:87 Jeffrey Van Der Aa, The Netherlands

STINKY SHOTS

00:23:52 Jeffrey Van Der Aa, The Netherlands

SAND BLASTER

00:37:59 Jeffrey Van Der Aa, The Netherlands

SWERVE SHOT

00:12:11 Achilles Zanettis, Kenton
00:12:42 Chris Cox, Cambridge
00:52:39 Jeffrey Van Der Aa, The Netherlands

BREAKFAST AT CHERRY'S

00:24:13 Jeffrey Van Der Aa, The Netherlands
00:24:33 Chris Cox, Cambridge
00:24:35 Andy Murray, Bournemouth

Diddy Kong Racing

ANCIENT LAKE

00:32:21 Stacy Needham, Bicester
00:37:11 Keith Boiston, Felling
00:42:03 Adam Charlton, Buckden
00:42:10 Rob Pierce, Salisbury
00:42:54 Stephen Henderson, Upminster

FOSSIL CANYON

00:58:26 Stacy Needham, Bicester
01:04:03 Keith Boiston, Felling
01:05:00 Adam Charlton, Buckden
01:10:00 Arthur van Dalen, Netherlands
01:11:83 Richard Dunn, Boston

JUNGLE FALLS

00:41:53 Adam Charlton, Buckden
00:42:60 Keith Boiston, Felling
00:45:66 Arthur van Dalen, Netherlands
00:47:13 Richard Dunn, Boston
00:47:46 Rob Pierce, Salisbury

TREASURE CAVES

00:42:20 Keith Boiston, Felling
00:44:75 Adam Charlton, Buckden
00:47:71 Arthur van Dalen, Netherlands
00:49:06 Richard Dunn, Boston
00:49:31 Thomas Ferrari, Norfolk

WHALE BAY

00:53:01 Keith Boiston, Felling
00:57:06 Rob Pierce, Salisbury
00:59:63 Danny Dunn, New Leake
01:02:11 Raymond Burton, Stockbridge
01:03:25 Kevin Seeneey, Bury St Edmunds

PIRATE LAGOON

01:01:23 Keith Boiston, Felling
01:04:36 Rob Pierce, Salisbury
01:05:73 Jan-Erik Spangberg, Sweden
01:11:35 Jon Quarrie, Stapleford
01:11:91 Tammy Harris, Birmingham

WINDMILL PLAINS

01:33:18 Keith Boiston, Felling
01:35:45 Adam Charlton, Buckden
01:45:93 Richard Dunn, Boston
01:52:10 Rob Pierce, Salisbury
01:52:56 Kevin Seeneey, Bury St Edmunds

CRESCENT ISLAND

01:07:45 Keith Boiston, Felling
01:11:40 Adam Charlton, Buckden
01:14:31 Richard Dunn, Boston
01:21:31 Kevin Seeneey, Bury St Edmunds
01:24:90 Jon Quarrie, Stapleford

HOT TOP VOLCANO

00:58:20 Stacy Needham, Bicester
01:04:33 Keith Boiston, Felling
01:15:75 Richard Dunn, Boston
01:17:93 Rob Pierce, Salisbury
01:18:45 Neil Friedman, Whitefield

GREENWOOD VILLAGE

01:16:26 Stacy Needham, Bicester
01:22:73 Kevin Seeneey, Bury St Edmunds
01:23:25 Richard Dunn, New Leake
01:30:61 Tammy Harris, Birmingham
01:39:56 John Brennan, Bicester

HAUNTED WOODS

00:51:26 Keith Boiston, Felling
00:52:76 Richard Dunn, New Leake
00:54:05 Kevin Seeneey, Bury St Edmunds
00:57:41 Jon Quarrie, Stapleford
00:57:91 Tammy Harris, Birmingham

FROSTY VILLAGE

01:19:01 Rob Pierce, Salisbury
01:20:60 Richard Dunn, New Leake
01:21:86 Kevin Seeneey, Bury St Edmunds
01:35:41 Tammy Harris, Birmingham

EVERFROST PEAK

01:25:26 Richard Dunn, New Leake
01:28:16 Tammy Harris, Birmingham
01:30:91 Kevin Seeneey, Bury St Edmunds
01:37:03 Jon Quarrie, Stapleford
01:39:35 Sion Griffiths, Aberystwyth

SNOWBALL VALLEY

00:44:10 Stacy Needham, Bicester
00:53:40 Richard Dunn, New Leake
00:56:85 Tammy Harris, Birmingham
00:57:62 Kevin Seeneey, Bury St Edmunds
01:01:56 Raymond Burton, Stockbridge

BOULDER CANYON

01:25:48 Keith Boiston, Felling
01:33:36 Rob Pierce, Salisbury
01:33:81 Danny Dunn, New Leake
01:36:30 Kevin Seeneey, Bury St Edmunds
01:39:10 Tammy Harris, Birmingham

WALRUS COVE

01:29:31 Keith Boiston, Felling
01:30:73 Adam Charlton, Buckden
01:32:15 Jeffrey Van Der Aa, The Netherlands
01:40:95 Richard Dunn, Boston
01:43:36 Kevin Seeneey, Bury St Edmunds

SPACEDUST ALLEY

01:34:51 Danny Dunn, New Leake
01:34:63 Keith Boiston, Felling
01:44:61 Arthur van Dalen, Netherlands
01:47:51 Kevin Seeneey, Bury St Edmunds
01:51:05 Rob Pierce, Salisbury

DARKMOON CAVERNS

01:39:13 Keith Boiston, Felling
01:46:41 Adam Charlton, Buckden
01:49:03 Richard Dunn, Boston
01:55:43 Kevin Seeneey, Bury St Edmunds
01:55:71 Jan-Erik Spangberg, Sweden

SPACEPORT ALPHA

01:32:31 Keith Boiston, Felling
01:44:35 Kevin Seeneey, Bury St Edmunds
01:44:60 Danny Dunn, New Leake
01:46:23 Rob Pierce, Salisbury
01:49:40 Arthur van Dalen, Netherlands

STAR CITY

01:25:76 Stacy Needham, Bicester
01:29:36 Kevin Seeneey, Bury St Edmunds
01:30:45 Rob Pierce, Salisbury
01:30:90 Richard Dunn, Boston
01:32:46 Arthur van Dalen, Netherlands
01:33:90 John Dick, Uddingston

Quake 64

MAP 1: THE SLIPGATE COMPLEX

0:30 Michael Williams, Exeter
0:30 Raymond Burton, Stockbridge
0:30 Jon Quarrie, Stapleford
0:30 Kevin Seeneey, Bury St Edmunds
0:31 Karl Watt, Shetland

MAP 2: CASTLE OF THE DAMNED

0:28 John Brennan, Bicester
0:38 Jon Quarrie, Stapleford
0:40 Karl Watt, Shetland
0:43 Michael Williams, Exeter
0:44 Raymond Burton, Stockbridge

MAP 3: THE NECROPOLIS

1:05 John Brennan, Bicester
1:11 Karl Watt, Shetland
1:12 Jon Quarrie, Stapleford
1:14 Michael Williams, Exeter
1:14 Raymond Burton, Stockbridge

MAP 4: GLOOM KEEP

0:37 John Brennan, Bicester
0:46 Jon Quarrie, Stapleford
0:55 Karl Watt, Shetland
0:56 Raymond Burton, Stockbridge
1:04 Kevin Seeneey, Bury St Edmunds

MAP 5: THE DOOR TO CHTHON

0:15 John Brennan, Bicester
0:54 Jon Quarrie, Stapleford
0:56 Chris Street, Huntingdon
1:02 Karl Watt, Shetland
1:03 Raymond Burton, Stockbridge

MAP 6: HOUSE OF CHTHON

0:23 John Brennan, Bicester
0:27 Karl Watt, Shetland
0:28 Kevin Seeneey, Bury St Edmunds
0:29 Raymond Burton, Stockbridge
0:29 Jon Quarrie, Stapleford

MAP 7: ZIGGURAT VERTIGO

1:04 John Brennan, Bicester
1:24 Jon Quarrie, Stapleford
2:31 Karl Watt, Shetland

MAP 8: THE OGRE CITADEL

0:53 John Brennan, Bicester
0:58 Raymond Burton, Stockbridge
0:58 Jon Quarrie, Stapleford
1:03 Karl Watt, Shetland
1:04 Kevin Seeneey, Bury St Edmunds

MAP 9: THE CRYPT OF DECAY

1:12 John Brennan, Bicester
1:18 Raymond Burton, Stockbridge
1:19 Karl Watt, Shetland
1:20 Jon Quarrie, Stapleford

MAP 10: THE WIZARD'S MANSE

1:45 John Brennan, Bicester
2:18 Karl Watt, Shetland
2:21 Jon Quarrie, Stapleford
2:27 Raymond Burton, Stockbridge

MAP 11: THE DISMAL OUBLIETTE

1:53 John Brennan, Bicester
5:06 Raymond Burton, Stockbridge
5:48 Jon Quarrie, Stapleford

MAP 12: THE UNDEREARTH

0:47 John Brennan, Bicester
0:58 Karl Watt, Shetland
1:13 Raymond Burton, Stockbridge

MAP 13: TERMINATION CENTRAL

0:43 John Brennan, Bicester
1:02 Karl Watt, Shetland
1:08 Jon Quarrie, Stapleford
1:10 Raymond Burton, Stockbridge

MAP 14: THE VAULTS OF ZIN

0:54 John Brennan, Bicester
1:08 Karl Watt, Shetland
1:13 Raymond Burton, Stockbridge

MAP 15: THE TOMB OF TERROR

1:06 John Brennan, Bicester
1:10 Karl Watt, Shetland
1:25 Raymond Burton, Stockbridge

MAP 16: SATAN'S DARK DELIGHT

2:07 John Brennan, Bicester
3:00 Kevin Seeneey, Bury St Edmunds

MAP 17: CHAMBERS OF TORMENT

0:53 John Brennan, Bicester
1:15 Karl Watt, Shetland
1:27 Raymond Burton, Stockbridge

MAP 20: THE ELDER GOD SHRINE

0:37 John Brennan, Bicester

MAP 21: THE PALACE OF HATE

0:47 John Brennan, Bicester

MAP 22: THE PAIN MAZE

0:49 John Brennan, Bicester

MAP 23: AZURE AGONY

1:42 Jon Quarrie, Stapleford
2:55 Karl Watt, Shetland
3:26 Raymond Burton, Stockbridge

MAP 24: THE NAMELESS CITY

1:26 John Brennan, Bicester

MAP 25: SHUB NIGGURATH'S PIT

0:50 John Brennan, Bicester
0:50 Kevin Seeneey, Bury St Edmunds
0:52 Jon Quarrie, Stapleford

Wave Race

SUNNY BEACH

0:57:86 Adam Tucker, Great Yarmouth
1:00:78 Alan Dundas, Arbroath
1:05:52 Magnus Smith, Burra Isle
1:05:76 Mark Bonnes, East Kilbride
1:05:96 Gavin Deadman, Biggin Hill

SUNSET BAY

1:00:14 Adam Tucker, Great Yarmouth
1:03:92 Alan Dundas, Arbroath
1:09:12 Gavin Deadman, Biggin Hill
1:11:60 Mark Bonnes, East Kilbride
1:18:50 Charles Nuttall, Oldham

DRAKE LAKE

1:06:08 Adam Tucker, Great Yarmouth
1:09:30 Alan Dundas, Arbroath
1:12:57 Gavin Deadman, Biggin Hill
1:12:90 Ross McKinstrey, Arbroath
1:18:54 Mark Bonnes, East Kilbride

GLACIER COAST

1:19:44 Adam Tucker, Great Yarmouth
1:29:32 Alan Dundas, Arbroath
1:36:55 Douglas Bonnes, East Kilbride
1:39:39 Charles Nuttall, Oldham
1:42:21 Jan-Erik Spangberg, Sweden

PORT BLUE

1:24:70 Adam Tucker, Great Yarmouth
1:29:03 Charles Nuttall, Oldham
1:30:30 Mick Smith, Worcester
1:38:25 Ruaidhri Dunn, Enfield
1:40:48 Gavin Deadman, Biggin Hill

SOUTHERN ISLAND

1:05:83 Adam Tucker, Great Yarmouth
1:17:72 Gavin Deadman, Biggin Hill
1:20:02 Mick Smith, Worcester
1:25:36 Alan Dundas, Arbroath
1:25:82 Charles Nuttall, Oldham

TWILIGHT CITY

1:44:32 Adam Tucker, Great Yarmouth
1:46:49 Gavin Deadman, Biggin Hill
1:47:58 Ruaidhri Dunn, Enfield
1:48:06 Simon Blakeney, Basingstoke
1:51:06 Jon Quarrie, Stapleford

MARINE FORTRESS

1:18:53 Adam Tucker, Great Yarmouth
1:27:84 Ruaidhri Dunn, Enfield
1:30:37 Gavin Deadman, Biggin Hill
1:31:05 Charles Nuttall, Oldham
1:33:18 Gautam Rishi, Gerrards Cross

Mario 64

2088 coins Ingvar Gunnarsson, Iceland
2072 coins Adam Scott, Rugby

Cruis'n USA

GRAND CANYON

1:37:60 Paul Murray, Tranmere

Mario Kart 64

LUIGI RACEWAY

00:43:73 Adam Tucker, Great Yarmouth
00:48:42 Caroline Fawcett, North Horncastle
00:49:54 Richard Dunn, New Leake
01:10:98 Jeffrey Van Der Aa, The Netherlands
01:19:91 Alan Dundas, Arbroath

MOO MOO FARM

01:19:26 Adam Tucker, Great Yarmouth
01:20:51 James Allsopp, Alvaston
01:21:45 Alan Dundas, Arbroath
01:21:71 James Eyre, Coalville
01:21:80 Mick Smith, Worcester

KOOPA TROOPA BEACH

01:24:04 Adam Tucker, Great Yarmouth
01:27:81 Alan Dundas, Arbroath
01:27:99 Ross Toad, Arbroath
01:28:56 Mick Smith, Worcester
01:28:83 Jamie Eccles, California

FRAPPE SNOWLAND

00:25:34 Arthur van Dalen, Netherlands
00:27:45 Alan Pierce, Salisbury
00:27:72 Rob Pierce, Salisbury
00:29:57 Danny Dunn, New Leake
00:31:64 Kevin Seeneey, Bury St Edmunds

MARIO RACEWAY

00:27:79 Adam Tucker, Great Yarmouth
00:49:38 David Park, Hebburn
00:51:47 Caroline Fawcett, North Horncastle
00:54:01 Taty Luostariinen, Finland
00:58:30 Mick Smith, Worcester

WARIO STADIUM

00:19:68 Aaron Norris, Western Australia
00:21:22 Richard Dunn, New Leake
00:22:03 Rob Pierce, Salisbury
00:22:17 Danny Dunn, New Leake
00:23:14 Stacy Needham, Bicester

CHOCO MOUNTAIN

01:00:56 Richard Dunn, New Leake
01:20:74 Adam Tucker, Great Yarmouth
01:29:94 Jeffrey Van Der Aa, The Netherlands
01:32:06 James Allsopp, Alvaston
01:37:87 Aaron Norris, Western Australia

ROYAL RACEWAY

01:27:43 Adam Tucker, Great Yarmouth
01:57:53 Mick Smith, Worcester
02:07:54 Rob Pierce, Salisbury
02:10:06 Danny Dunn, New Leake
02:10:66 Matthys ten Ham, The Netherlands

KALAMARI DESERT

01:09:01 Adam Tucker, Great Yarmouth
01:29:45 James Eyre, Donington Le Heath
01:37:22 Alan Dundas, Arbroath
01:46:92 Charles Nuttall, Oldham
02:07:94 John Brennan, Bicester

YOSHI VALLEY

00:34:83 Stacy Needham, Bicester
00:34:88 Aaron Norris, Western Australia
00:35:19 Danny Dunn, New Leake
01:05:34 Matthys ten Ham, The Netherlands
01:32:73 Rob Pierce, Salisbury

RAINBOW ROAD

04:04:92 Adam Tucker, Great Yarmouth
04:07:89 Jamie Eccles, California
04:15:95 Alan Dundas, Arbroath
04:18:57 Charles Nuttall, Oldham
04:40:18 Rob Pierce, Salisbury

BANSHEE BOARDWALK

01:20:52 Adam Tucker, Great Yarmouth
01:47:28 Arthur van Dalen, The Netherlands
02:02:06 Alan Dundas, Arbroath
02:04:64 Charles Nuttall, Oldham
02:08:77 Rob Pierce, Salisbury

DONKEY KONG'S JUNGLE PARKWAY

00:29:03 Aaron Norris, Western Australia
00:31:94 Danny Dunn, New Leake
00:35:01 Rob Pierce, Salisbury
00:46:29 Richard Dunn, New Leake
00:56:32 Kevin Seeneey, Bury St Edmunds

SHERBET LAND

01:41:19 Adam Tucker, Great Yarmouth
01:51:69 James Eyre, Donington Le Heath
01:53:24 Alan Dundas, Arbroath
01:54:32 Jamie Eccles, California
01:55:55 Charles Nuttall, Oldham

BOWSER'S CASTLE

01:20:90 Adam Tucker, Great Yarmouth
02:04:44 Kenneth Dundas, Arbroath
02:05:77 Jamie Eccles, California
02:09:91 Charles Nuttall, Oldham
02:10:44 James Eyre, Donington Le Heath

TOAD TURNPIKE

01:46:27 Adam Tucker, Great Yarmouth
01:46:63 James Allsopp, Alvaston
01:47:19 Alan Dundas, Arbroath
01:57:79 Danny Dunn, New Leake
01:58:25 Stacy Needham, Bicester

Banjo-Kazooie

SPIRAL MOUNTAIN

01:02:25 Niall Hickey, County Waterford

MUMBO'S MOUNTAIN

01:05:28 Kevin Seeneey, Bury St Edmunds
01:06:30 Danny Dunn, New Leake
01:06:40 Jan-Erik Spangberg, Sweden
01:08:17 Niall Hickey, County Waterford
01:08:18 Jon Quarrie, Stapleford

TREASURE TROVE COVE

01:10:50 Jan-Erik Spangberg, Sweden
01:11:06 Richard Dunn, Boston
01:12:01 Niall Hickey, County Waterford
01:12:21 Kevin Seeneey, Bury St Edmunds
01:17:07 Jon Quarrie, Stapleford

MAD MONSTER MANSION

01:44:15 Jan-Erik Spangberg, Sweden
01:54:08 Kevin Seeneey, Bury St Edmunds
01:58:16 Niall Hickey, County Waterford
02:26:09 Ingvar Gunnarsson, Iceland

BUBBLELOOP SWAMP

01:15:02 Kevin Seeneey, Bury St Edmunds
01:15:19 Jan-Erik Spangberg, Sweden
01:18:07 Niall Hickey, County Waterford
01:21:01 Richard Dunn, Boston
01:28:04 Ingvar Gunnarsson, Iceland

CLANKER'S CAVERN

01:08:47 Kevin Seeneey, Bury St Edmunds
01:11:56 Niall Hickey, County Waterford
01:22:21 Jan-Erik Spangberg, Sweden
01:34:49 Richard Dunn, Boston
01:39:52 Ingvar Gunnarsson, Iceland

CLICK CLOCK WOOD

01:32:25 Jan-Erik Spangberg, Sweden
02:42:05 Niall Hickey, County Waterford
02:43:46 Kevin Seeneey, Bury St Edmunds

RUSTY BUCKET BAY

01:31:30 Kevin Seeneey, Bury St Edmunds
01:16:14 Jan-Erik Spangberg, Sweden
01:16:47 Niall Hickey, County Waterford
02:28:38 Ingvar Gunnarsson, Iceland

FREEZEZY PEAK

01:31:34 Kevin Seeneey, Bury St Edmunds
01:15:25 Jan-Erik Spangberg, Sweden
01:19:40 Richard Dunn, Boston
01:22:41 Niall Hickey, County Waterford
01:30:51 Ingvar Gunnarsson, Iceland

Gobi's Valley

01:44:44 Kevin Seeneey, Bury St Edmunds
01:55:58 Jan-Erik Spangberg, Sweden
01:16:44 Niall Hickey, County Waterford
01:33:23 John Brennan, Bicester
01:33:25 Iain Russell, Newbury

GRUNTILDA'S LAIR

1:14:30 Niall Hickey, County Waterford
8:06:56 Gautam Rishi, Gerrards Cross
8:51:41 Adam Scott, Rugby

100 JIGGIES, 900 NOTES

2:46:17 Kevin Seeneey, Bury St Edmunds
2:53:54 Jan-Erik Spangberg, Sweden
3:38:52 Mark Nicol, Western Australia
4:46:00 Ingvar Gunnarsson, Iceland

Star Wars: Rogue Squadron

AMBUSH AT MOS EISLEY

00:35 Richard Dunn, New Leake
01:01 Ben Webster, Millbridge
01:05 Paul Nicholls, Coventry
01:22 John Brennan, Bicester
02:17 Matthew Griggs, Ipswich

RENDEZOUS ON BARKHESH

05:10 Paul Nicholls, Coventry
05:19 Richard Dunn, New Leake
05:19 John Brennan, Bicester

THE SEARCH FOR THE NONNAN

03:31 Richard Dunn, New Leake
04:30 John Brennan, Bicester
04:36 Paul Nicholls, Coventry

THE JADE MOON

01:02 Richard Dunn, New Leake
01:36 Paul Nicholls, Coventry
01:50 Ben Webster, Millbridge
02:45 John Brennan, Bicester

DEFECTION AT CORELLIA

09:09 John Brennan, Bicester

THE LIBERATION OF GERRARD V

04:04 Richard Dunn, New Leake
04:39 John Brennan, Bicester

IMPERIAL CONSTRUCTION YARDS

01:51 Richard Dunn, New Leake
02:27 John Brennan, Bicester

ASSAULT ON KILE II

01:55 Richard Dunn, New Leake

RESCUE ON KESSEL

01:24 Richard Dunn, New Leake
01:34 John Brennan, Bicester
01:37 Paul Nicholls, Coventry
01:41 Oliver Lonsdale, West Bridgeford

PRISONS OF KESSEL

07:36 Richard Dunn, New Leake
09:01 John Brennan, Bicester

BATTLE ABOVE TALORAAN

02:02 Danny Dunn, New Leake
05:18 John Brennan, Bicester

ESCAPE FROM FEST

06:21 John Brennan, Bicester

BLOCKADE ON CHANDRILA

05:11 John Brennan, Bicester
05:25 Richard Dunn, New Leake

RAID ON SULLUST

01:43 Richard Dunn, New Leake

MOFF SEERDON'S REVENGE

04:08 John Brennan, Bicester
05:50 Paul Nicholls, Coventry

THE BATTLE OF CALAMARI

02:37 Richard Dunn, New Leake

BATTLE OF HOTH

03:18 Danny Dunn, New Leake

THE DEATHSTAR TRENCH RUN

01:54 Richard Dunn, New Leake
01:58 Ben Webster, Millbridge
02:16 John Brennan, Bicester

Blast Corps

DIAMOND SANDS

1:58:30 Mark Nicol, Western Australia
2:53:16 Luke Sutton, Australia

OYSTER HARBOUR

2:55:55 Mark Nicol, Western Australia

SIMIAN ACRES

01:45 Mark Nicol, Western Australia

MOON

2:23:30 Mark Nicol, Western Australia

VENUS

2:21:55 Luke Sutton, Australia
2:22:23 Martin Hurley, Bournemouth

Tetrisphere

RESCUE

145032800 Jay Scott, Fort-William
107614300 John Lambregts, The Netherlands
82047300 Gavin Brennan, Claremorris
78621700 Barbet Koolmees, Holland
38034300 Zack King, Surrey

NAME	SCORE
JAY	145 032 800
BAILEY	35 000 000
GORD	20 000 000
JAY	11 795 600
BRYAN	10 000 000

PUZZLE

4:44 Gavin Brennan, Claremorris

SCOREZONE CHALLENGE

As no one has yet come up with the goods, the challenge from last issue continues. Complete all the time trial challenges in top shoot-'em-up *Quake II*. Kill those Stroggs!



THE ULTIMATE PLAYER!

There can be only one! Well, only one a month anyway. Every issue, the Scorezone gamer who triumphs over all comers to pick up the coveted accolade of the Ultimate Player wins themselves a rather spiffy Top Drive 3-in-1

Steering Wheel from Logic 3! This cool piece of kit is compatible

with your N64 (obviously) but also works with the PlayStation and the now antique Sega Saturn so it's perfect for anyone flirting with more than one format.

Any readers not quite adept enough to make Ultimate Player can get the Top Drive wheel for £44.99 from Logic 3 on (0208) 902 2211!

Turok Training Level

TUROK TRAINING LEVEL

2:12 Michael Williams, Exeter
2:20 Richard Dunn, New Leake
2:44 Ben Webster, Liversedge
2:53 Alan Owen, Chelmsford
2:58 Ingvar Gunnarsson, Iceland

Chameleon Twist

JUNGLE LAND

03:15 Robert Gallagher, Southampton
03:25 Zack King, Surrey
04:50 Jeffrey Van Der Aa, The Netherlands

ANT LAND

09:27 Robert Gallagher, Southampton



Tonic



The complete solution to Ubi Soft's limb-free adventure!



Ski Slope

Mission: Reach The Bottom of The Slope



1: When the game starts, you'll be at the top of the ski slope. Avoid the trees and other obstacles as you go – there are 15 antidotes on the track to collect and a further five for getting to the bottom in the fastest time.



2: The beginning isn't too tough so use it to get the hang of controlling the sled. Collect the antidotes as you go and stick to the right to climb the ramp and enter the small shack on top of the hill.



3: Swerve left and right just before the cavern to avoid the holes in the floor. Hit the booster on the new slope to make a huge jump and then stick to the right to avoid another drop just before the next cavern.



4: Take either of the paths over the gap onto the next section, then stay right to hit another booster. Get in the middle and ride the narrow wooden path over to the drop into the next section.



5: Go hard left and hit the booster, riding the ramp up high and landing on a jump pad. Leap again to land on a high slalom run then drop off the end and hold left to hit another jump pad.



6: When you land, stick to the middle and run along the wooden bridge to the finish. Pass under the banner on the left to continue or go to the right if you fancy having another go on the slopes!



South Plain

1: Once Suzy's told you of her father's plight, run over to the darker patch of grass near her, jump on it and drop into the cave below. Dodge the tomatoes and enter the portal to Doc's Cave.





Trouble

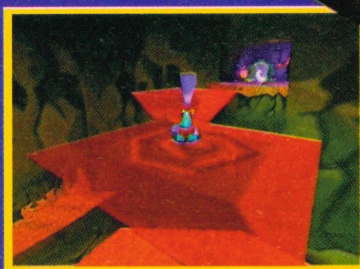
2

Doc's Cave

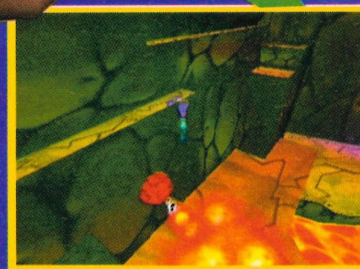
Mission: Free The Doc!



1: Swim past the mechanical ducks and run down the passage ahead, dodging the poison gas that comes out of the floor. Go right along the ledge beyond ready to cross the lava.



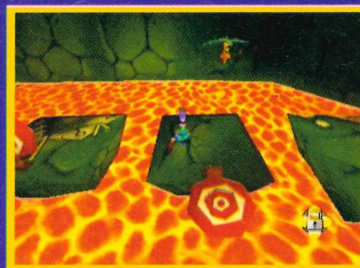
2: Jump over the platforms, but keep moving as they will disappear if you stay still for too long. When you reach the top, enter the portal there to travel over to the next section of the cave.



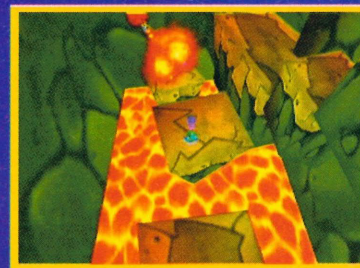
3: Run forward and dodge the flame jet then climb the ledges to the top. Keep clear of the falling boulders and watch for another flame jet before reaching the top and entering the portal.



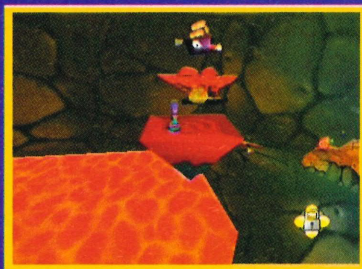
4: Fix the machine by moving the box under the pipe and then take the lift up to the top. Eat some popcorn to become Super Ed and bend the bars open before running through the fences to reach the portal.



5: You'll need to kill the corn to progress – stand in front of the targets and side-step when he shoots to rebound the shot and hit him. Do this three times, then cross over to the next portal.



6: Climb the ledges and cross the platforms until you reach the very top of the cliff where another portal awaits. Watch out for the boulder that the Robosuitcase throws towards you!



7: Jump on the floating platform to cross the lava and reach the portal. If you stick to the edge of the platform, you'll have plenty of room to side-step the burning toast that comes flying at you!



8: Go through the door and get the Robosuitcase to chase you onto the metal plate to raise the cage. Eat the popcorn and then beat him up while you're Super Ed to knock him to the floor!

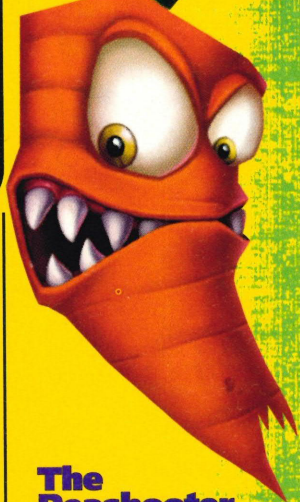


9: Collect the stick and then use it on the socket to the left side of the door to open it. You'll set the Doc free and he'll be chuffed! Now follow him back to his house on the South Plain.

South Plain

2: Next stop is the Vegetable HQ. Go through the large opening behind you and through the portal on the left of the river. Hit the tree to create a bridge and enter the portal on the other side.





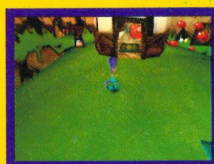
The Peashooter



When you get back to the plain, you'll have the chance to try a new weapon out. The peashooter lets you hit targets from a distance—try taking out the mechanical ducks for practice!



You can improve the precision of your aiming by pressing the C Up button to bring up the crosshairs. This makes hitting even the smallest target easy! Now go back and visit the Doc for your next mission.



Enter the next portal along from the Vegetable HQ to reach the North Plain. Hit the left target twice to lower the bridge, move the platforms with your stick and break down the door with your Super Ed powers to find the portal.

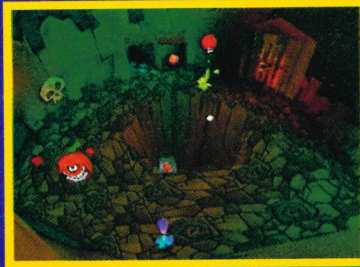


Vegetable HQ

Mission: Collect Six Springs



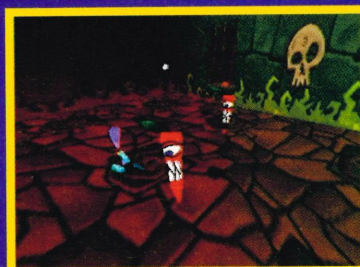
1: Climb the steps and run along the slope at the top to be threatened by a rather fierce Mange Tout. He'll leave some nasty seeds behind, so dodge them and enter the cavern at the end of the ledge.



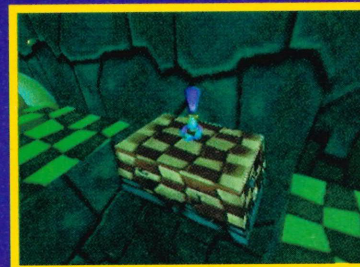
2: Once the door slams shut, hit the Mange Tout and chase him under the flame jet before burning his head by pressing the button. Get him to hit his tomato friend with the seeds and he'll get knocked into the pit.



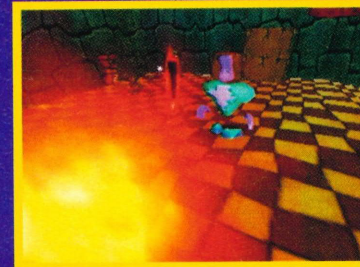
3: Press the button in the cage and collect the spring from the platform outside. Ride it through the electric streams and jump off halfway along onto the ledge, going through the portal on the right.



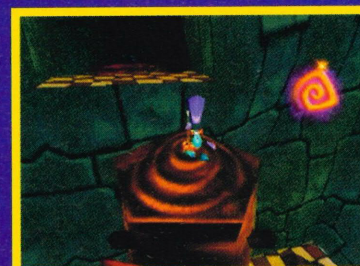
4: Drop into the pit ahead and take care of all the killer Carrots then press the button to open the cage behind you. Hit the button inside to open another gate, climbing the slope back up to the portal.



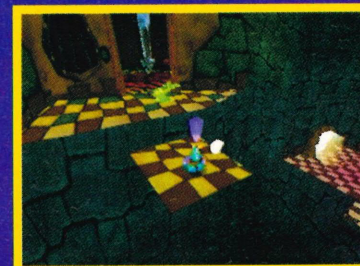
5: Jump back on the platform and ride through the crusher by hitting the switch on the left. Get onto the ledge and collect the spring, then cross the gap and enter the portal on the other side.



6: Fall off the ledge and use the machine opposite to transform into Super Ed. Smash all the nasty veggies to open the cage on the left then run inside and collect the spring that's waiting for you.



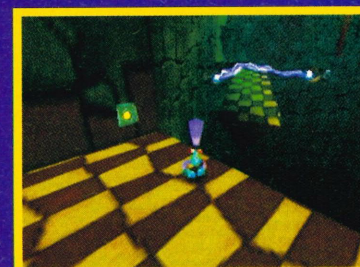
7: Climb the steps back up and jump onto the flying block, using the stick to get it going. Fly ahead and collect the spring in the alcove and then go through the gap on the right and over to the next portal.



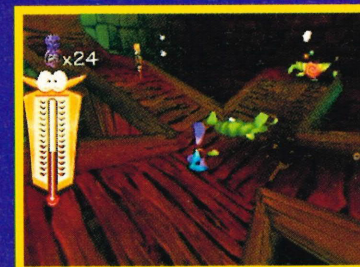
8: Jump up the ledges and turn right at the top onto a separate walkway. Run over to the Mange Tout and chase him into the room beyond. Kill him and drop into the hole to the area below.



9: Run to the end past the Carrots and press the button behind the pedestal to activate the flame jet. When all the Carrots are burnt to a crisp, the statue behind will move to reveal another spring and a portal.



10: Go along the ledge to the electric field and shut it down with the button. Jump the gap and continue over the ledge to the alcove on the left where another portal is waiting to be used.



11: Run down the wooden gangplank to the crossroads where two Mange Tout nasties are hanging about. Chase them about until they're dead, making sure you avoid the exploding seeds they throw.

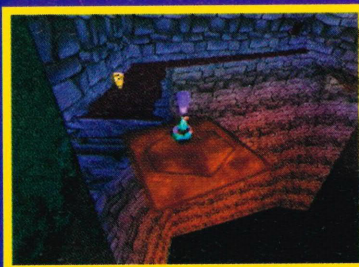


12: With the last two veggies dead, run up the slope to where Suzy is standing. Collect the last spring and then go through the portal to get back to the South Plain and give the Doc his springs!

4

North Plain

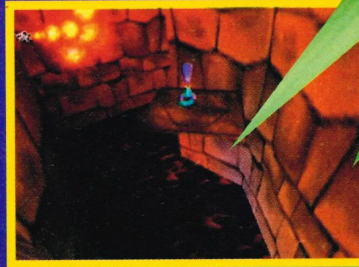
Mission: Collect Six Propellers



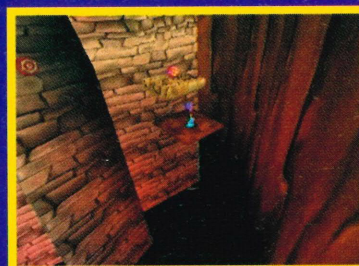
1: Kill the flying enemy and run left, riding the moving platform to the ledge below. Go right along the carpet and dodge the flame jet in the castle passage to reach the next section of the plain.



2: Jump on the barge and let it carry you over the chasm, leaping onto the platforms that try to knock you off. Kill another hovering nasty and then jump across the clouds to the platform beyond.



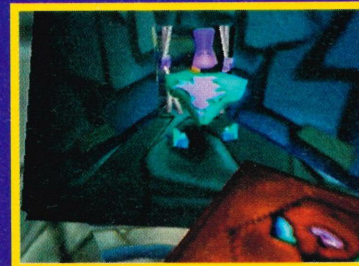
3: Collect the first propeller and then get on the brown lift to pass the lava corridor on the left. Stick to the sides to dodge the flame jets and then hit the target on the other side to bring down another platform.



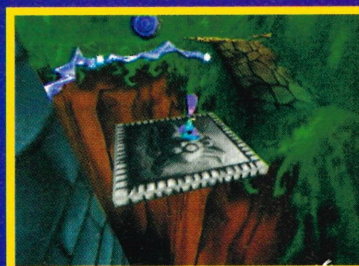
4: Jump aboard and let it take you around and up to the ledge at the top of the castle. Kill the enemy just ahead of you then collect the propeller and enter the archway to continue round the castle.



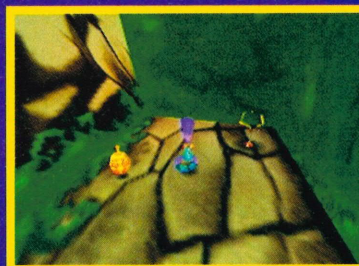
5: Hit the button on the right and run through the open door, collecting the propeller on the spinning platform. Cross to the rocky ledge and run up it and through the opening at the end.



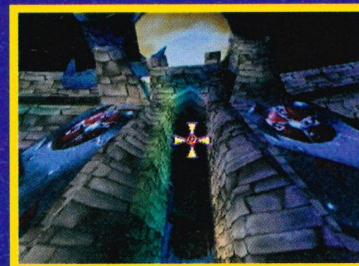
6: Use the machine to change into Super Ed then jump on the platform and ride it to the top of the spire. Bend the bars to reach the propeller and then get back on board and float back to where you started.



7: Run up the slope to the right and through the opening. Jump on the platform and hit the magnetic targets to pull the platform along. Watch out for traps if you're too slow hitting the next target!



8: Halfway along the magnet track, you can jump off and explore an area to the right. Dodge the flame jets and kill the hovering enemy then collect the propeller and head back to the magnet platform.



9: When you reach the last castle section, cross the walkway and aim your peashooter high to hit a target. Kill the guard inside to get the last propeller and then go back outside and enter the portal on the left.



The Flapping Dickie-Bow



It's important to learn your flying skills quickly. Landing on the platforms isn't too tough but you'll need major control and parachute skills to cross the course of hoops in a single attempt.



Master in-flight peashooting for later on when hitting targets on the go is necessary. Remember to use the parachute to change direction and keep hitting the wind gusts to rise up higher.



To reach the Canyon, run inside the Doc's house and move the shelves aside using your stick on the socket. Go up the stairs and fly off the balcony to find the portal on the other side of the waterfall.



Canyon

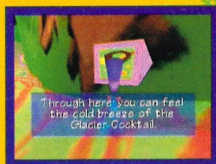
Mission: Collect Six Jumping Stones



South Plain



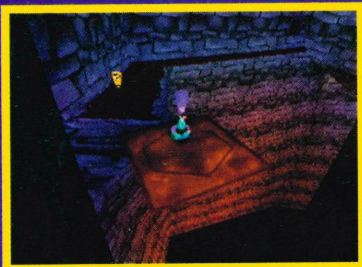
3: When you give the Doc his Jumping Stones, you'll get the Goldfish Bowl. This lets you dive into deep water and collect all the goodies that are lying around on the bottom of the river!



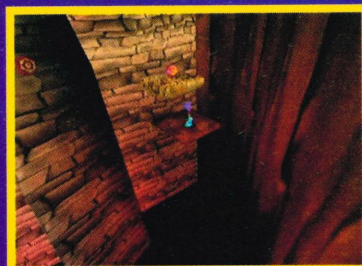
4: Swim down the river and go through the portal at the end. Follow the shallow water right and dodge the tomato-throwing turnip, entering the next portal on the ledge at the end.



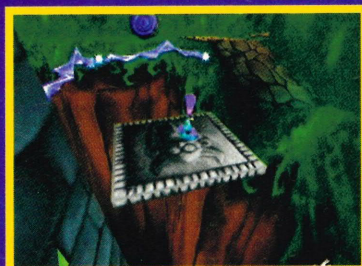
5: Jump into the well and use your Goldfish Bowl to swim through the underwater passage. Get out through the hole in the ice and dodge the electric sparks, entering the portal to the Glacier Cocktail.



1: Jump off the ledge into the hole and activate your bow-tie. Fly down the passage and through the opening, dodging the fan blades and the beams on the other side of them. Use the wind to boost up again.



4: Take a right and follow the passage along, hitting the wind gusts to keep your height. Use the parachute to turn corners gently and duck through another low gap, dodging the beams on the other side.



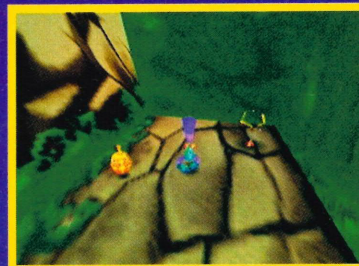
7: Fall into the hole at the end and fly down the next passage, dodging more snipers and beams. Collect the last Stone from the ledge on the left before flying over to the finish line.



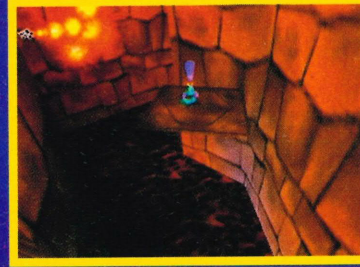
2: Watch for the sniper on the right and go left through the opening, hitting the wind tunnel and flying forwards. Land in the alcove and get the Jumping Stone then fly off again through the fan on the right.



5: Get onto the metal platform in the corner and drop into the pit below. Take out the snipers and collect the two Stones in the eye sockets of the metal head then fly over to the opening on the right.



8: When you reach the last platform, Suzy will open the portal for you back to the South Plain. Of course, even if you've collected all the antidotes you'll still be five short at this stage...



3: Land on the platform and collect another Stone before falling into the next passage. Fly across the lava and dodge the beams, ducking under the low roof and rising up on the next wind gust.



6: Drop down again and fly down the tunnel, shooting the targets with your peashooter to move the obstacles. Collect the Stone from the ledge ahead and then continue down the passage.



9: There's a way to solve this problem – take a look to the left to spot another wind gust in an alcove. If you jump into this, you'll go back to the start of the canyon; if you get the best time, you'll get the last five!



South Plain



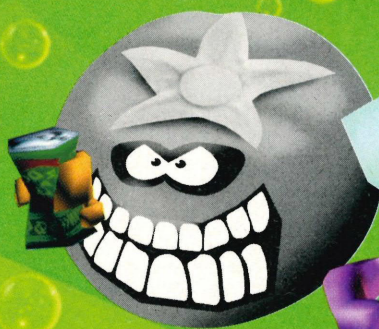
6: Run back to the Doc and give him the six feathers you found. As a reward, he'll give you the Chameleon Powder – this lets you change into other creatures when you can't progress as yourself!



7: Head back to the portal leading to the Glacier Cocktail and run past it to the Pyramid portal. Watch as the granny mummy (?) runs inside the pyramid and locks the doors! How will you get in?



8: Go left and stand on the pad, transforming yourself into the granny mummy with your Chameleon Powder. Now just run up to the doors and they'll open, giving you access to the portal!

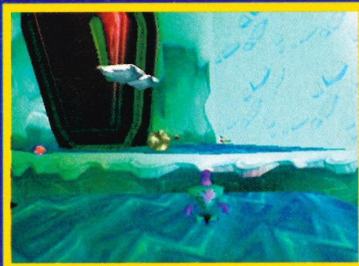


6 Glacier Cocktail

Mission: Collect Six Feathers



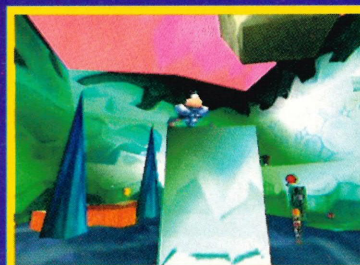
1: Drop into the enclosed area below and take care of the guard there by smacking him from behind. Press the button to open the gate and run through to the next section of the glacier.



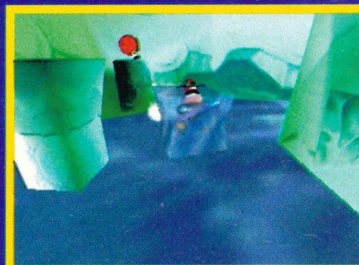
2: Shoot the flying nasty with your peashooter until he releases the skaters. Change into Super Ed and hit the boulders across to kill all three of them and bring down all the floating platforms.



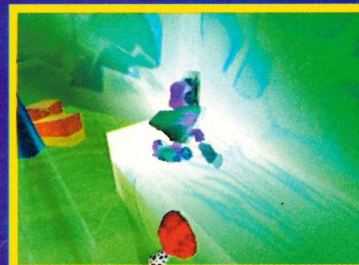
3: Jump on the far left-hand one and cross over, riding up until you reach the feather at the top. Fall back down and take the right-hand lift to the top. Kill the nasty and press the button to open the door.



4: Go through the portal and round the ledge in the next room to another portal. Move forwards and hit the rocks back at the guards to break the ice, then swim through the dark passage on the right.



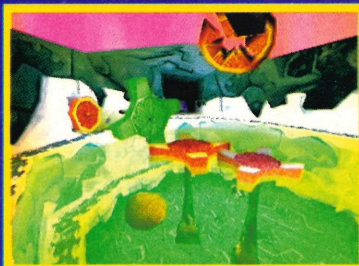
5: Collect the feather and change into Super Ed, then run back and press the button just outside to freeze the water again. Get the guard to chase you under the ice jet and press the button to freeze him!



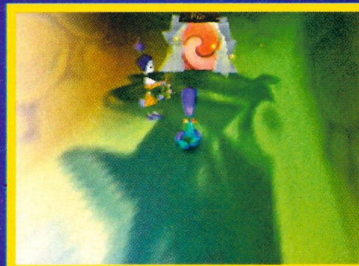
6: With the ice melted, the water rises. Jump onto the ledge and collect the feather then change into Super Ed and run along to bend the bars. Press the button to raise the water even higher than before!



7: Swim over and collect the feather floating behind you and then duck through the narrow gap. The cogs will sort themselves out above you, so just remember to collect the feather before you surface.



8: Climb out and run around the ledge at the top until you reach the button on the wall. Press it to activate the mechanism – the cogs will turn and the door on the left will magically open!



9: Run inside the opening and collect the last feather before approaching Suzy. She'll open up the portal back to the South Plain for you so that you can go to see her father, the Doc!



Inverted Pyramid

Mission: Collect Six Diamonds



1: Run forward and stand on the large cross to the left of the cat. As the left paw tries to squash you, move so that it lands on the cross and then drop into the hole in the floor before the right paw moves back.



2: Run behind the statue and use your stick on the small rock to move the statue out of the way. Smack the swirl pattern to open the doors and run through, dodging the spikes coming out of the floor.



3: At the end, hit the faces in this order to make them smile: 4, 1, 3, 2. Collect the Domino that drops behind you and slide down the slope that appears into the room below.



4: Run behind the front-left pillar and hit the swirl to create a lift. Do this again to get to the top and fly to the far side to land on the platform. Stand on the floor tile to create a Chameleon plate beneath you.



5: Change into a pillar with your powder to fall through the floor and then run along the passage into the sarcophagus. Collect the Domino from the high ledge and then fall back into the room below.



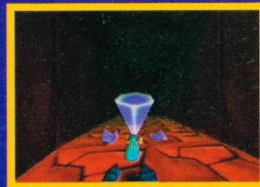
6: Shoot the target on the ceiling above the pool and then change into Super Ed and knock out the stopper in the middle of the water. Now run down the stairs and into the portal at the bottom.



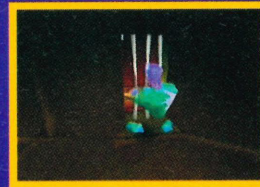
7: Head for the poisoned water on the left, dropping onto the ledge below and hitting the swirl to lower the spikes and empty the water. Use the sarcophagus and platforms to cross back and enter the portal.



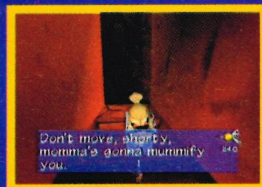
8: Drop down and swim right through the passage to the corridor beyond. Jump the gaps while dodging the boulders, then hit the swirl and jump in the sarcophagus to travel onwards.



9: Fly forwards and drop down, swimming through the next passage and entering the portal. Swim through again, pulling up to make it to the top of the watery tunnel before climbing out.



10: Fall in and swim through the lower passage, pulling up into another room. Change into Super Ed and then run back, bending the bars underwater to access the next Domino.



11: Swim to the surface and climb out, then hit the left-hand pillar to create a bridge. Run up and kill the mummy at the end with your peashooter to open the gate then enter the portal inside.



12: Run through the doors and take out all the wheelchair mummies that attack you. Hit the swirl and drop down to collect the Domino then enter the portal that waits for you at the end.



13: Go through all the arches and change into Super Ed, then double-back, hitting all the swirls to move the walls. Hit the big swirl to rotate the room and then run along the new platform to the far side.

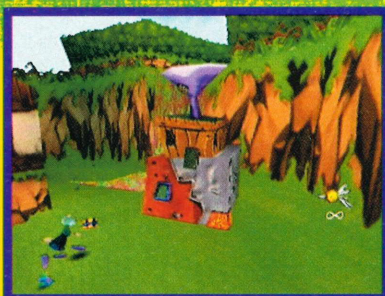


14: Run through past the tap and into the sarcophagus behind the spikes. Change into Super Ed and collect the Domino, then bend the bars and hit the tap to turn it on and fill the bowl with water.

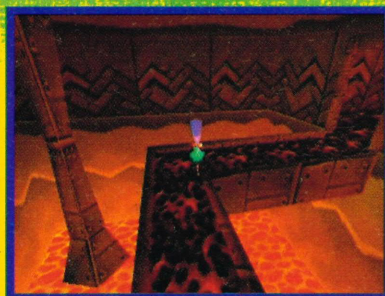


15: Hit the swirl on the far side of the bowl to raise the floor, letting you run over and meet Suzy. Grab the last Domino before you get to her though and then nip through the portal back to the plain.

The Pogo Stick



1: Run back through the South Plain and give the Doc the six Dominoes that you collected in the Pyramid. In return, you'll get the Pogo Stick which is essential for getting across dangerous ground!



2: Practice in Agent XYZ's training room by using the Pogo Stick to hop along the hot coals without falling in the lava. Break through the trap doors to return to the Doc and get your next mission.



3: Go inside the Doc's house and break open the trapdoor in the corner with your Pogo Stick. Drop down and run down the rock passage, dodging the flame jets and entering the portal to the Pressure Cooker.



Pressure Cooker

Mission: Collect Six Wild Piggybanks



South Plain



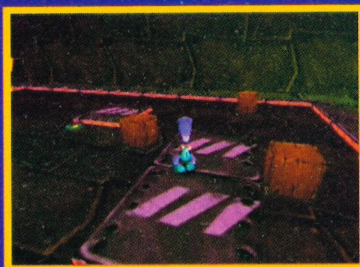
9: Just as you're about to collect the very last Piggybank, an evil Magic Mushroom appears and steals it! Quick Ed, after him! Go back to the Doc and see what he can do to help you...



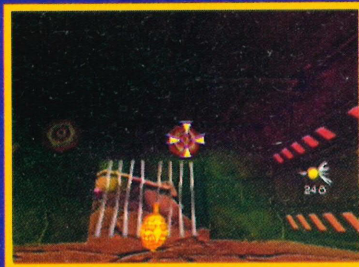
10: To chase the Mushroom, you'll need to have collected over 160 antidotes up to this point. When you have, you'll be immune to the effects of the Magic Mushroom's toxic hideout!



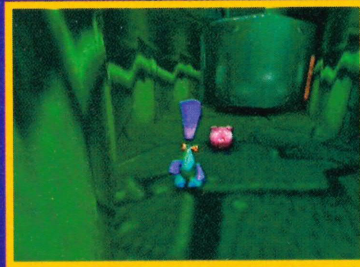
11: Run back to where the portal leading to the Pyramid is to catch the Mushroom making his escape. Follow him through the portal on the right-hand side to chase him into his hideout.



1: Move the boxes around in the first room in this order by hitting them to open the door: Right Box - Down, Left, Up; Left Box - Down, Right; Top Box - Right, Down, Left, Down; Left Box - Left, Up.



2: Go through the door and shoot the targets quickly to lift the bars blocking the entrance. Go through and collect the Piggybank, but watch out for the crusher in the ceiling above!



3: Change into a crusher on the Chameleon Pad and press B to squish the guard when he walks underneath. Run through the door and collect the Piggybank, watching for another crusher just ahead.



4: To turn all the switches red, step on the four corners in turn followed by the central button. Collect the Piggybank behind the door and then enter the portal to continue through the level.



5: Run up the ramp and go left, using your stick on the socket to activate the magnet. Drop the boxes onto the steam jets to cool the lava then collect the Piggybank from the platform in the middle.



6: Use your stick on the socket, run through the gap and use the lift to drop down. Cross the platforms then enter the first opening on the right to get another Piggybank and open the doors near the lift.



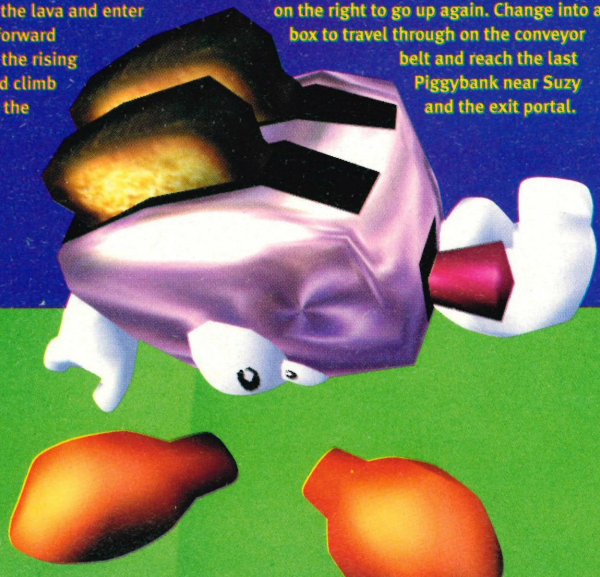
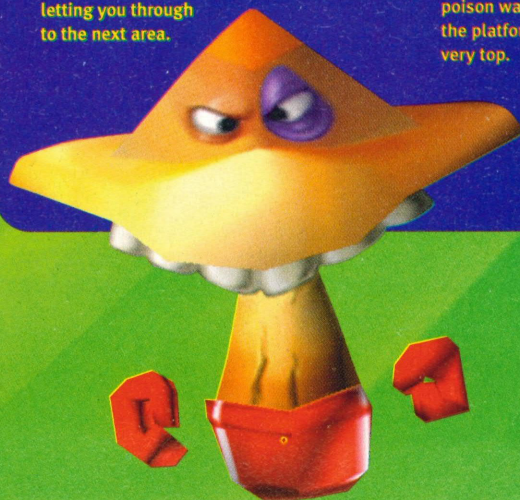
7: Run back through the passage and move the slide puzzle around to open the door ahead. Go in and change into Grögh, then fool the guard into letting you through to the next area.



8: Use your Pogo Stick to cross the electrified metal path over the lava and enter the portal. Run forward quickly to avoid the rising poison water and climb the platforms to the very top.



9: Use the lift to go up and climb on the crate on the right to go up again. Change into a box to travel through on the conveyor belt and reach the last Piggybank near Suzy and the exit portal.



Magic Mushroom's Hideout

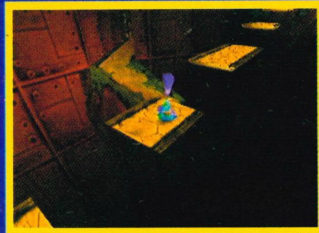
Mission: Get That Last Piggybank Back!

South Plain

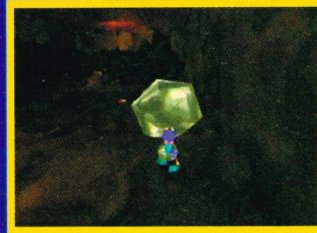
12: Run all the way back to see the Doc and give him the last Piggybank. Finally, you'll be able to use his machine to reach Grögh's Lair! Quick, onto the catapult!

Grögh's Lair

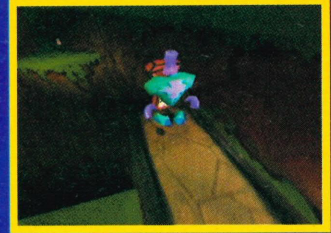
Mission: Get The Can Back From Grögh!



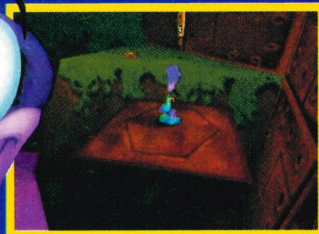
1: Run left and press the button in the corner to move the bridge, then turn around and quickly cross the platforms to press another button. This opens up the grass to the right of the entrance.



2: Drop into the hole and move the block to the left and right via the socket to create a bridge. Roll the boulders over it to hit the switches and create a lift back up to the high ledge outside.



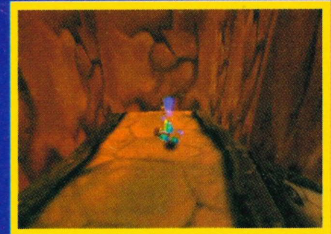
3: Change into Super Ed with the popcorn on the left, then drop down and run over the bridge, bending the bars open before you change back. You'll now have access to the inside of the lair.



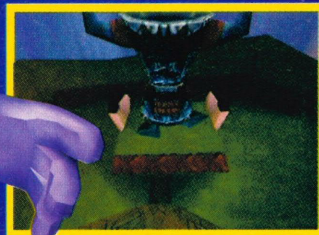
8: Jump down to the left of where you entered and land on the lift there to rise up to a higher ledge. Use the stick on the socket to lower a platform then jump back over to the central junction.



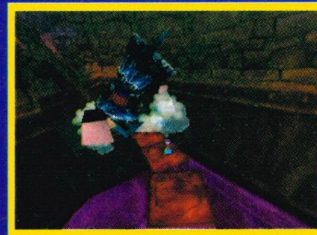
9: Go down the grey slope to the left and change into a boulder on the pad. Roll back up, hitting the bridge to lower it and go through the portal opposite to enter the chamber over on the far side.



10: Run along the walkway and jump the gaps, using your stick in the socket to lower another platform. Take the ramp on the right and cross the bridge, watching for the spikes in the floor.



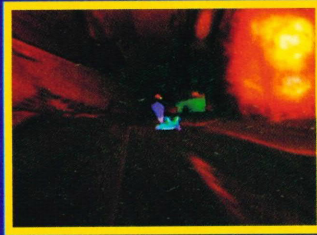
15: Run along the narrow walkway to meet Grögh's robot. Grögh's at the controls and he doesn't want to give the can back! When he crashes through the floor, drop through the new gap to chase him.



16: As you land, you'll realise that it's not you chasing him... he's chasing you! Run quickly to stay ahead of him and jump the platforms to avoid falling into the poisoned water.



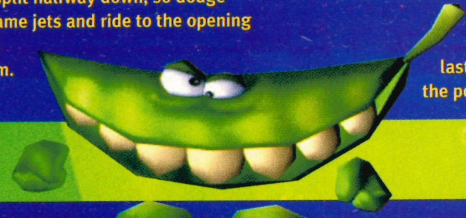
17: When you reach the end, enter the opening in the wall. Turn into Super Ed and punch and kick the boulders towards Grögh to knock him backwards off the ledge into the room below.

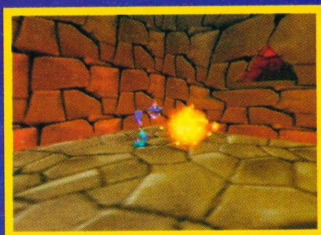


1: Head down the slope on your sled, taking care to avoid the nasty electric fields that block your path. There's a path split halfway down, so dodge the flame jets and ride to the opening at the bottom.

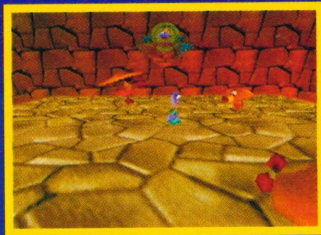


2: In the next section, watch for floating mines and more electric fields. Choose a path at the fork and then race down, hitting all of the boosters in the last section to reach the portal at the end.

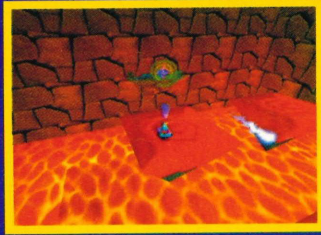




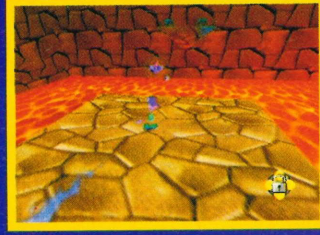
3: Through the portal, you'll have to take on the Magic Mushroom. Use your stick to hit back the fireballs he throws out, trying to aim ahead of him so that he runs into them as he moves.



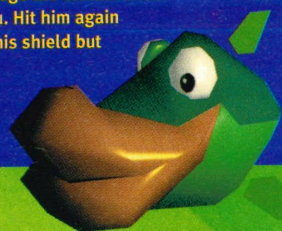
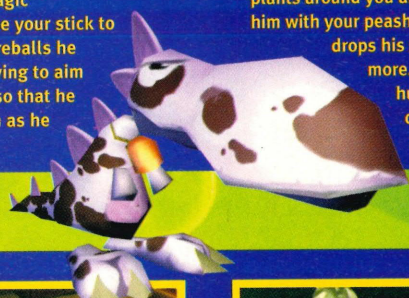
4: Take out all the nasty Mushrooms he plants around you and try to shoot him with your peashooter when he drops his shield to plant more. Once you've hurt him, he'll change his attack...



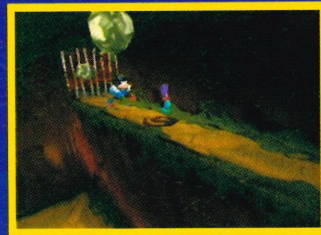
5: Jump on the platforms that rise out of the floor and dodge the electric bolts he throws at you. Hit him again when he drops his shield but watch for him destroying the platform you're standing on!



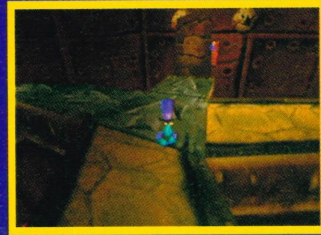
6: Eventually he'll go for his final attack. Keep moving to avoid his shots and constantly shoot his shield. When you've knocked it out three times, he'll go down and you'll get the Piggybank!



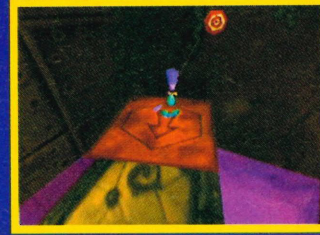
4: Go left along the platform, avoid the floating mines and jump across the platforms to the top. Use your stick in the socket to make a bridge, then drop back down and run over it quickly.



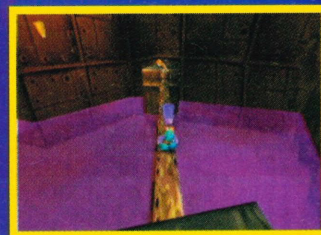
5: Climb the ledges to the top and use your Pogo Stick to stomp on the swirl and crush the guard. Move the rock onto the switch then step on the other switch and shoot the target to open the gate.



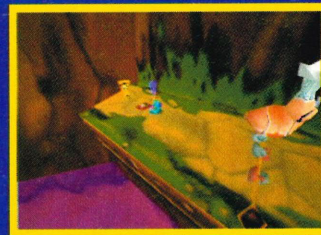
6: Run through the portal and over the narrow beams to the opening on the left. The next chamber contains six platforms which you need to locate before you can move on to the next area.



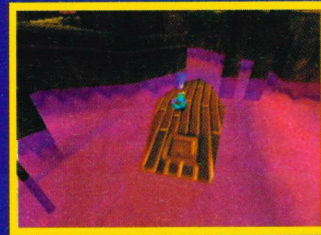
7: From the central junction, go right and jump on the platform there. Shoot the targets as the platform moves round and then go back to the left and activate the socket to bring down the first platform.



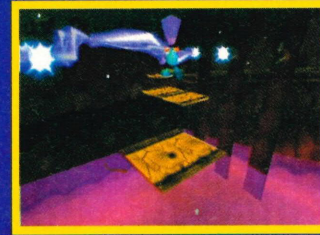
11: Carry on to the end and cross the narrow beam, using your stick again to bring down another platform. Now run all the way along the walkway and up the slope back to the top ledge.



12: Drop to the left and run past the angry chef to find another socket. Use your stick to lower another platform and then use the lift at the end to rise up and go back through the portal.



13: Go right and over the narrow beam, using the wooden barge to cross to the ledge in the corner. Use your stick on the socket behind the flames and then cross the ledges to reach the platforms.



14: Jump over the platforms to the end, then turn around and cross back while avoiding the electric fields. Go along the ledge and through the door then enter the opening at the end of the passage.



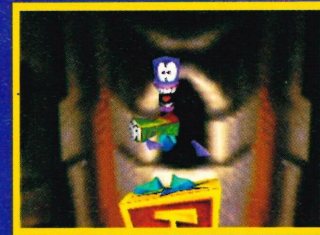
18: When you drop into the room below, wait for Grögh to activate the magnets around the outside and then fly around, shooting them to turn them off. When they're all down, land on the platform in the middle.



19: When you land, hit Grögh with a peashooter shot to knock him over. Smack a rock over with your stick to open his visor and then shoot him again to hurt him. Watch for the electric sparks he throws at you!



20: When things die down a bit, Grögh will activate the magnets again. You'll have to fly around to shut them off twice more before you'll have a chance to finally get that can back from Grögh!



21: With his robot destroyed, you rush it to confront Grögh. Inside, he's decided that life with the can isn't fun any more – you take it back, Suzy pops up and everyone lives happily ever after!

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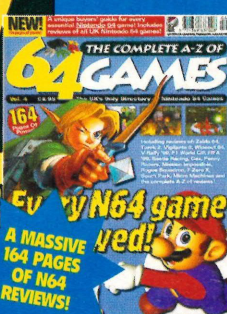


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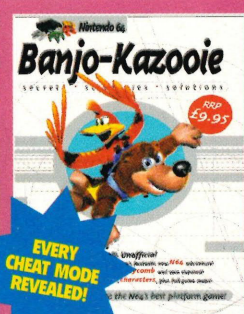
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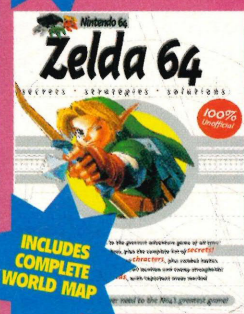


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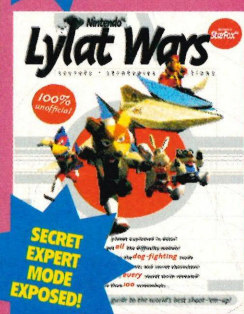


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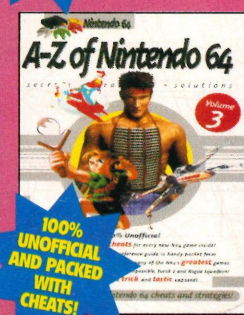


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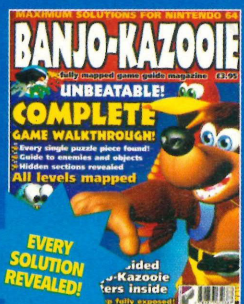


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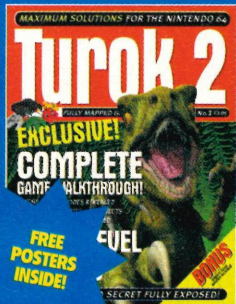
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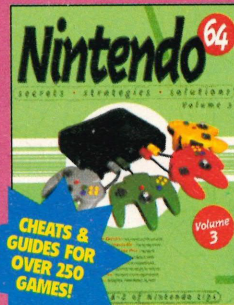
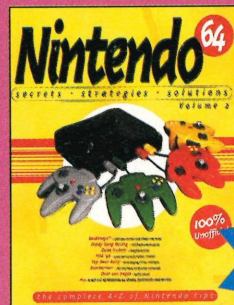
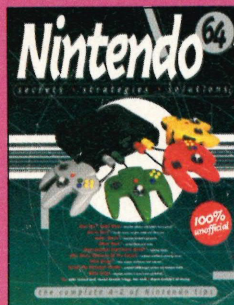


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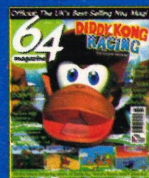
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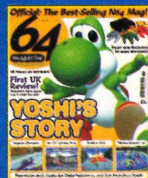
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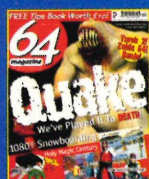
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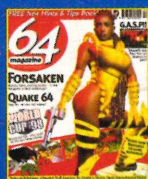
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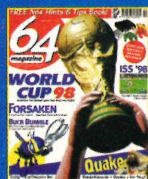
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Game Name	Self-explanatory, really!
Company	The company that sells it
Players	How many players can take part?
Memory	Does it make use of the Controller Pak?
Rumble Pak	Does it make use of the Rumble Pak?
Expansion Pak	Does it make use of the Expansion Pak?
UK Game	Is it available in the UK?
Issue	The issue it was last reviewed
Score	The percentage rating we've given it
Comment	What we think of it!

GENRE

DESCRIPTION

ADVENTURE Games involving exploration and problem-solving

BEAT-'EM-UP Fighting games, rather obviously!

PARTY/PUZZLER Designed for multiple players, or a brain teaser

PLATFORM Games that involve precise jumps and acrobatics

RACING Mostly (but not always) involving cars racing each other

SHOOT-'EM-UP The main objective? Kill 'em all!

SPORTS Football, basketball, American football, golf... whatever you're into

STRATEGY/SIMULATION Games that test your brain rather than your reflexes

The complete guide to every N64 game ever reviewed!

Welcome to the Nindex! This section of the magazine contains information on every game we've ever reviewed in ultra-condensed form, meaning you can compare different games at a glance.

If you want to get the lowdown on any N64 game that's been covered in a previous issue, then this is your one-stop buyers' guide. The Nindex is updated every month, and from now on we'll be re-evaluating games from past issues on a regular basis to see just how well they compare to the latest N64 titles. If you need game info, this is where to look!

Game Name	Company	Icons	Issue	Score	Comment
1080° Snowboarding	Nintendo	1-2 ● ● ● ●	17	82%	The best snowboarding game on any machine!
40 Winks	GT Interactive	1-2 ● ● ● ●	32	80%	Decent but unoriginal platformer with some annoying gameplay flaws.
A Bug's Life	Activision	1 ● ● ● ●	29	59%	Mediocre movie licence aimed at younger players.
Aero Fighters Assault	Video System	1-2 ● ● ● ●	15	20%	Abysmal, sluggish air combat 'game'.
Aero Gauge	ASCII	1-2 ● ● ● ●	15	40%	Slow and unplayable Wipeout rip-off.
Airboarder	Human	1-2 ● ● ● ●	14	73%	Hoverboard game of mixed playability.
All-Star Baseball '99	Acclaim	1-4 ● ● ● ●	16	84%	Good but bugged hi-res baseball game.
All-Star Baseball '2000	Acclaim	1-4 ● ● ● ●	27	85%	Improved version of the above.
All-Star Tennis '99	Ubi Soft	1-4 ● ● ● ●	24	70%	Not entirely successful 'real' tennis game.
Augusta Masters '98	T&E Soft	1-4 ● ● ● ●	17	25%	Thoroughly nasty attempt at a golf game.
Automobili Lamborghini	THE Games	1-4 ● ● ● ●	8	68%	Four-player racer, but not realistic or thrilling.
Banjo-Kazooie	Nintendo	1 ● ● ● ●	16	90%	Excellent (if slightly easy) adventure.
Battletanx	3DO	1-4 ● ● ● ●	26	78%	Doesn't look like much, but it's a good multiplayer blast!
Beetle Adventure Racing	EA	1-4 ● ● ● ●	25	83%	Fantastic mix of racing and exploration. With VW Beetles.
Bio Freaks	GT Interactive	1-2 ● ● ● ●	19	82%	Ultra-violent futuristic fighter with lots of gore.
Blast Corps	Nintendo	1 ● ● ● ●	3	80%	Odd but entertaining driving/strategy/blow-'em-up combo.
Body Harvest	Gremlin	1 ● ● ● ●	20	82%	Time-travel action where you wipe out giant alien bugs.
Bomberman 64	Nintendo	1-4 ● ● ● ●	9	80%	Bomb-chucking platformer with disappointing battle game.
Bomberman Hero	Nintendo	1 ● ● ● ●	21	49%	Shamefully easy platform adventure.
Brave Spirits Wrestling	Hudson	1-4 ● ● ● ●	12	65%	Sub-par Japanese wrestling game.
Buck Bumble	Ubi Soft	1-2 ● ● ● ●	18	82%	Weapon-filled insect shooter with bad fogging.
Bust-A-Move 2	Acclaim	1-2 ● ● ● ●	15	91%	Simple but addictive puzzle/battle game.
Bust-A-Move 3DX	Acclaim	1-4 ● ● ● ●	22	90%	As BAM2, but now for four players!
California Speed	Midway	1-2 ● ● ● ●	26	45%	Tragically bad sequel to Cruis'n USA and World.
Castlevania	Konami	1 ● ● ● ●	24	85%	Spooky vampire adventure, let down by dodgy camera.
Chameleon Twist	Ocean	1-4 ● ● ● ●	10	64%	Simple and easy tongue-orientated platformer.
Chameleon Twist 2	Sunsoft	1 ● ● ● ●	23	75%	More of the same, and still too easy.
Charlie Blast's Territory	THE Games	4 ● ● ● ●	29	68%	Odd puzzle game with a good multiplayer mode.
Chopper Attack	GT Interactive	1 ● ● ● ●	18	70%	Plodding Desert Strike-style game with clumsy controls.
Clayfighter 63 1/3	Interplay	1-2 ● ● ● ●	8	8%	The worst game on the N64! It's rubbish!
Command & Conquer	Nintendo	1 ● ● ● ●	30	90%	Graphically updated and still ultra-playable strategy game.
Cruis'n USA	Nintendo	1-2 ● ● ● ●	10	22%	Dated and dismal driving drudgery.
Cruis'n World	Nintendo	1-4 ● ● ● ●	18	23%	A sequel that's nearly as bad as the original!
Dark Rift	Vic Tokai	1-2 ● ● ● ●	4	47%	Bland and derivative fighter offering nothing exciting.
Diddy Kong Racing	Rare	1-4 ● ● ● ●	7	84%	Fun mix of racing and exploration.
Doom 64	GT Interactive	1 ● ● ● ●	1	70%	Atmospheric but dated upgrade of the old PC classic.
Doraemon	Epoch	1 ● ● ● ●	3	30%	Snoozesome Japanese Mario clone for kids.
Dual Heroes	Hudson	2 ● ● ● ●	9	18%	Appalling fighter that offers no challenge whatsoever.
Duke Nukem 64	GT Interactive	1-4 ● ● ● ●	7	81%	Good conversion of the PC one-linerthon.
Duke Nukem: Zero Hour	GT Interactive	1-4 ● ● ● ●	27	90%	Fine alien blaster with the hard-as-nails hero.
Extreme G	Acclaim	1-4 ● ● ● ●	7	77%	Futuristic bike racing game – hard to control.
F1 Pole Position	Ubi Soft	1-2 ● ● ● ●	6	63%	Early, now outdated Formula 1 game.
F-1 World Grand Prix	Nintendo	1-2 ● ● ● ●	18	94%	Excellent, though very hard, Formula 1 simulation.
F-1 World Grand Prix II	Nintendo	1-2 ● ● ● ●	30	90%	Slightly faster sequel, but not really a big advance.
FIFA 64	EA Sports	1-4 ● ● ● ●	2	19%	A travesty of the Beautiful Game, awful in every way.
FIFA '99	EA Sports	1-4 ● ● ● ●	24	91%	Best of the FIFA series, until the next one!
FIFA: Road To World Cup '98	EA Sports	1-4 ● ● ● ●	9	80%	Vastly better than FIFA 64, but now replaced by FIFA '99.
Fighter's Destiny	Ocean	1-2 ● ● ● ●	11	80%	One of the better N64 fighters.
Fighting Force 64	Crave	2 ● ● ● ●	29	62%	Past-it PlayStation port.
Flying Dragon	Interplay	1-2 ● ● ● ●	30	78%	Fun fighting game, though it's not exactly Street Fighter!
Forsaken	Acclaim	1-4 ● ● ● ●	14	86%	A kind of turbo Descent – good, but some levels very short.

OUR TOP TEN

1: ZELDA



2: GOLDENEYE



3: ISS '98



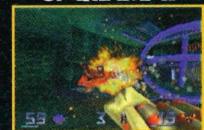
4: F-1 WGP



5: MARIO 64



6: QUAKE II



7: ROGUE SQUADRON



8: F-ZERO X



9: BANJO-KAZOOIE



10: VIGILANTE 8



64 TOP SHOOT-EM-UPS



- 1 Goldeneye 95%
- 2 Quake II 93%
- 3 Star Wars: Rogue Squadron 92%
- 4 Duke Nukem: Zero Hour 90%
- 5 Pokémon Snap 88%

64 TOP FIGHTING GAMES



- 1 Smash Brothers 87%
- 2 WWF Warzone 86%
- 3 Mortal Kombat 4 86%
- 4 WCW Vs NWO Revenge 85%
- 5 Bio Funks 82%

Game Name	Company	Platform	Issue	Score	Comment
F-Zero X	Nintendo	1-4	17	90%	Ultra-fast, super-smooth hi-tech racer. Very challenging.
GASP!! Fighters' Nextreme	Konami	1-2	21	62%	Jerky, mediocre game with a fighter creation mode.
Gex: Enter The Gecko	GT Interactive	1	18	80%	Lizardly platformer that spoofs films and TV shows.
The Glory Of St Andrews	Seta	1-4	3	10%	Hilariously bad shot at doing an N64 golf game.
Glover	Hasbro	1	20	85%	Appealing platform/puzzle game crossbreed.
Goemon 2	Konami	1-2	24	80%	Enjoyable side-on platformer.
Goldeneye	Nintendo	1-4	5	95%	The best multiplayer game on N64! Great for lone players, too.
GT 64	Ocean	1-2	16	64%	Clunky, unrealistic and dull racing game.
Hexen	GT Interactive	1-4	5	30%	Completely crap port of the PC Doom-with-wizards title.
Holy Magic Century	Konami	1	21	54%	Attractive, but repetitive, junior RPG with too many random battles.
Hybrid Heaven	Konami	1-2	32	81%	Interesting sci-fi adventure let down by a few rough edges.
Iggy's Reckin' Balls	Acclaim	1-4	17	83%	Odd mix of racer and platformer that's quite good fun.
ISS 64	Konami	1-4	3	93%	Excellent footy game, now bettered by ISS '98.
ISS '98	Konami	1-4	18	95%	The best football game ever. Fact!
J-League Dynamite Soccer	Imagineer	1-4	6	44%	Dodgy Japanese super-deformed football title.
J-League Eleven Beat 1997	Hudson	1-4	8	60%	Another J-League game with comedy players.
J-League Perfect Striker 2	Konami	1-4	31	88%	Japanese ISS update that offers very few new features.
Jeopardy!	Take 2	1-3	14	30%	Pathetic attempt to bring an American game show to N64.
John Madden 64	EA Sports	1-4	8	76%	Syrupy-sporting American football game.
Ken Griffey Jr's Slugfest	Nintendo	4	29	70%	Not very impressive baseball game.
Killer Instinct Gold	Nintendo	1-2	3	70%	Rare-produced fighter where button-hammering beats skill.
Knife Edge	THE Games	1-4	22	26%	Mind-numbingly boring on-rails shooter.
The Legend Of Zelda: Ocarina Of Time	Nintendo	1	21	96%	Nintendo's tour de force – one of the best games ever written!
Lode Runner	Infogrames	1	28	82%	Tough mix of platformer and puzzle game.
Let's Smash	Hudson	1-4	21	90%	Very playable anime-style tennis game.
Lylat Wars	Nintendo	1-4	5	87%	N64 remix of the SNES Starfox, but not quite as engrossing.
Mace: The Dark Age	GT Interactive	1-2	7	70%	Run-of-the-mill medieval fighter.
Madden '99	EA Sports	1-4	31	80%	Decent American football game that's a bit behind the times.
Magical Tetris Challenge	Capcom	1-2	24	65%	Tetris with Mickey Mouse. Stunning. [Note the sarcasm.]
Mario Golf	Nintendo	4	29	88%	Tremendous golfing fun with Mario and pals.
Mario Kart 64	Nintendo	1-4	3	78%	Disappointing update of the SNES classic, with duff battle arenas.
Mario Party	Nintendo	1-4	24	80%	Fun but simple multiplayer party game.
Michael Owen's WLS 2000	THQ	4	31	91%	Excellent football game with hi-res graphics as standard.

TEST OF TIME



We take a trip back into the fairly recent past this month, as a triptych of titles from

issue 25 come under the revisionist microscope. Eight issues on, how well do they stand up to the challenge of long-term play?



VIGILANTE 8

Activision • £39.99 • Original Rating: 90%

Although it was a lot of fun to play at the time, as a one-player experience *Vigilante 8* doesn't last all that long – it's too easy to complete. Multiplayer helps out somewhat, but it's no *Goldeneye*. Hopefully *V8 2* will be longer-lasting.

85%



BEETLE ADVENTURE RACING

EA • £39.99 • Original Rating: 92%

Another game that seemed great when reviewed, *BAR* hasn't kept dragging us back. Once you've found all the hidden routes and crates, interest drops off sharply. The Battle mode was short-lived too.

83%



STARSHOT

Infogrames • £44.99 • Original Rating: 44%

We hated it then, so it's not surprising that we still don't like it now. Useless controls, way too many tiny platforms and possibly the world's worst camera all add up to make this a lame also-ran in the overpopulated platform game race.

42%

Game Name	Company	Icons	Issue	Score	Comment
Micro Machines 64 Turbo	Codemasters	1-8 ● ● ● ● ● ● ● ●	23	90%	Superb eight-player (yes, eight) party racing game.
Mike Piazza's Strike Zone	GT Interactive	1-2 ● ● ● ● ● ● ● ●	30	40%	Humdrum baseball game that pales alongside All-Star Baseball.
Mischief Makers	Nintendo	1 ● ● ● ● ● ● ● ●	7	82%	Strange but enjoyable old-school 2-D platformer.
Mission: Impossible	Infogrames	1 ● ● ● ● ● ● ● ●	18	48%	Utterly tosh conversion of the Tom Cruise film.
MK Mythologies: Sub-Zero	GT Interactive	1 ● ● ● ● ● ● ● ●	9	46%	Risible attempt to add platforms to the Mortal Kombat franchise.
Monster Truck Madness	Take 2	1-4 ● ● ● ● ● ● ● ●	31	70%	Crap physics and bugs let down a potentially good racing game.
Mortal Kombat 4	GT Interactive	1-2 ● ● ● ● ● ● ● ●	19	80%	Finally, a decent Mortal Kombat game on the N64!
Mortal Kombat Trilogy	GT Interactive	1-2 ● ● ● ● ● ● ● ●	3	32%	Diabolically bad beat-'em-up.
Multi Racing Championship	Ocean	1-2 ● ● ● ● ● ● ● ●	5	52%	Feeble attempt to make a rallycross game.
Mystical Ninja Starring Goemon	Konami	1 ● ● ● ● ● ● ● ●	13	80%	Wacky RPG/platformer set in a comedy ancient Japan.
Mystical Ninja 2 Starring Goemon	Konami	2 ● ● ● ● ● ● ● ●	29	86%	Enjoyably wacky old-style platform adventure.
NASCAR '99	EA Sports	1-2 ● ● ● ● ● ● ● ●	20	52%	Not very good racing sim that's as dull as the real sport.
Nagano Winter Olympics	Konami	1-4 ● ● ● ● ● ● ● ●	10	65%	Mixed bag of chilly sporting events.
NBA Courtside	Nintendo	1-4 ● ● ● ● ● ● ● ●	16	85%	Probably the best of the many N64 basketball games.
NBA Hangtime	GT Interactive	1-4 ● ● ● ● ● ● ● ●	5	45%	Rubbishy arcade conversion full of silly power moves.
NBA Jam '99	Acclaim	1-4 ● ● ● ● ● ● ● ●	22	83%	Good basketball game that doesn't stand above its competitors.
NBA Live '99	EA Sports	1-4 ● ● ● ● ● ● ● ●	22	75%	Yet another NBA game, offering nothing that stands out.
NBA Pro '98	Konami	1-4 ● ● ● ● ● ● ● ●	12	70%	Uninspiring basketball game with very blurry visuals.
NBA Pro '99	Konami	1-4 ● ● ● ● ● ● ● ●	27	59%	Highly disappointing basketball title.
NFL Blitz	GT Interactive	1-2 ● ● ● ● ● ● ● ●	22	85%	American football game played for laughs and arcade-style action.
NFL Quarterback Club '98	Acclaim	1-4 ● ● ● ● ● ● ● ●	7	80%	Hi-res American football game.
NFL Quarterback Club '99	Acclaim	1-4 ● ● ● ● ● ● ● ●	21	89%	Updated and improved version of NFL QBC '98.
NHL '99	EA Sports	1-4 ● ● ● ● ● ● ● ●	20	88%	The best ice hockey game on the market.
NHL Breakaway '98	Acclaim	1-4 ● ● ● ● ● ● ● ●	12	80%	Early attempt at a hi-res sports game. Not bad.
NHL Breakaway '99	Acclaim	1-4 ● ● ● ● ● ● ● ●	25	74%	Almost identical to Breakaway '98, so out of date!
Nightmare Creatures	Activision	1 ● ● ● ● ● ● ● ●	24	55%	Dog-rough attempt at a horror game.
Off-Road Challenge	GT Interactive	1-2 ● ● ● ● ● ● ● ●	17	27%	Based on Cruis'n USA, and nearly as bad!
Ogre Battle 64	Nintendo	1 ● ● ● ● ● ● ● ●	31	77%	Intriguing strategy/RPG scuppered by reams of Japanese text.
Olympic Hockey '98	GT Interactive	1-4 ● ● ● ● ● ● ● ●	12	70%	Tepid reworking of Wayne Gretzky with Olympic teams.
Penny Racers	THQ	1-4 ● ● ● ● ● ● ● ●	23	66%	Slow and annoying toy racer with a track-building mode.
Pilotwings 64	Nintendo	1 ● ● ● ● ● ● ● ●	1	76%	Slow but intriguing flight sim (of sorts) with lots to do.
Pokémon Snap	Nintendo	1 ● ● ● ● ● ● ● ●	32	88%	Strange but compelling photo-safari game.
Pocket Monsters Stadium	Nintendo	1-4 ● ● ● ● ● ● ● ●	19	46%	Cute-but-dull fantasy animal fighter, intended for young kids.

64 TOP

ADVENTURE GAMES



- 1 Zelda 96%
- 2 Silicon Valley 87%
- 3 Castlevania 85%
- 4 Hybrid Heaven 81%
- 5 Mystical Ninja 80%

64 TOP

PLATFORM GAMES



- 1 Super Mario 64 92%
- 2 Shadow Man 92%
- 3 Banjo-Kazooie 90%
- 4 Mystical Ninja 2: Starring Goemon 86%
- 5 Glover 85%

BEST OF THE BITS

If you want to plug some extra bits into your N64 to enhance your gaming pleasure, these are the ones we recommend most highly!

Nintendo Controller

NINTENDO • £19.99

Without a doubt the best controller you can get for the N64 – since it comes from Nintendo, you'd certainly hope so! If you want to engage in multiplayer fun, we heartily recommend that you get yourself a full set of these.



Grand Prix Racing Wheel II

JOYTECH • (01525) 852900 • £59.99
One of the best wheels around, the Grand Prix – which has an official Jordan team licence – has responsive controls and a realistic feel. It's also very easy to set up, making it a definite race-winner!

4 Meg Memory Card

DATEL • £29.99

Non-Nintendo memory cards have a reputation for being somewhat dodgy and prone to losing your saved game data, but Datel's cards are generally considered the most reliable of the bunch. The 4 Meg model is equal to 16 Nintendo Controller Paks, and lets you access all the pages at once instead of having to flip between them.



Ultra Racer 64

INTERACT • £29.99

It might look weird, but this is actually a very good mini steering wheel. It's ideally suited to F-1 World Grand Prix, so if you're a Formula 1 addict, this is the one for you!



64 TOP RACING GAMES



- 1 F-1 World Grand Prix 94%
- 2 Beetle Adventure Racing 92%
- 3 F-Zero X 90%
- 4 ReVolt 90%
- 5 Star Wars: Episode 1 Racer 90%

64 TOP SPORTS GAMES



- 1 ISS '98 95%
- 2 ISS 64 93%
- 3 Michael Owen's WLS2K 91%
- 4 FIFA '99 91%
- 5 Let's Smash 90%

Game Name	Company	Icons	Issue	Score	Comment
Premier Manager 64	Gremlin	4 ●	29	85%	Surprisingly engrossing footy management sim.
Puyo Puyo Sun 64	Compile	1-2	8	87%	Simple but horribly addictive Tetris-style puzzler.
Puzzle Dama	Konami	1-4 ●	16	80%	Similar to Puyo Puyo, but not quite as good.
Quake	GT Interactive	1-2 ● ●	13	74%	Slightly disappointing PC conversion, which only supports two players.
Quake II	Activision	1-4 ● ● ● ●	30	93%	Excellent shoot-'em-up with a superb multiplayer game.
Racing Simulation: Monaco Grand Prix	Ubi Soft	1-2 ● ●	25	87%	Easier to get into than F-1 WGP, and nearly as good.
Rakuga Kids	Konami	1-2 ●	21	79%	Quirky fighter for younger gamers – not much skill needed.
Rampage: Universal Tour	GT Interactive	1-3 ● ●	26	70%	Gets tedious after about five seconds of play!
Rampage World Tour	GT Interactive	1-3 ● ●	13	38%	Boring conversion of a dull old arcade game.
ReVolt	Acclaim	1-4 ● ● ● ●	30	90%	Genuinely enjoyable radio-controlled car racer.
Robotron 64	GT Interactive	1-2 ●	17	79%	No-nonsense classic-style shooter – prepare to wear out your thumb!
Rugrats Scavenger Hunt	THQ	1-4	30	44%	Tedious board game based on the cartoon series.
Rush 2: Extreme Racing USA	GT Interactive	1-2 ● ●	22	80%	SF Rush sequel – better handling, but less exploration.
San Francisco Rush	GT Interactive	1-2 ● ●	9	70%	Racer with lots of stunts and secrets, but terrible controls.
SCARS	Ubi Soft	1-4 ● ●	21	81%	Good multiplayer racer, but doesn't have many tracks.
Shadowgate 64	THE Games	1 ●	30	45%	Brain-grindingly boring adventure with no action.
Shadow Man	Acclaim	1 ● ● ● ●	30	92%	Huge, engrossing and tough adult-themed adventure.
Shadows Of The Empire	Nintendo	1 ●	1	58%	Duff Star Wars tie-in made up of (mostly dodgy) sub-games.
Sim City 2000	Imagineer	1 ●	12	60%	Japanese text-filled version of the old PC game.
Smash Brothers	Nintendo	1-4	24	87%	Mario and friends hit each other. Top four-player fun.
Snowboard Kids	THE Games	1-4 ● ●	11	83%	Fun comedic snowboard game with lots of special weapons.
Snowboard Kids 2	Atlus	1-4 ●	26	80%	Decent sequel that doesn't offer anything new over the original.
South Park	Acclaim	1-4 ● ● ● ●	23	64%	Iffy fast-buck licence based on the Turok 2 game engine.
Space Station: Silicon Valley	Take 2	1 ●	20	87%	Bizarre but engrossing adventure full of robot animals.
Starshot: Space Circus Fever	Infogrames	1 ●	25	42%	Nasty Banjo-Kazooie type game; jerky and totally annoying.
Star Soldier: Vanishing Earth	Hudson	1 ●	17	65%	Poor attempt to do an R-Type/Axelay shooter on the N64.
Star Wars: Rogue Squadron	Nintendo	1 ● ● ●	23	90%	Superb Star Wars combat game, but can get rather repetitive.
Star Wars: Episode 1 Racer	Nintendo	2 ● ● ●	28	90%	Very fast, but too easy to provide long-term excitement.
Superman	THE Games	1-4 ● ●	30	14%	Truly appalling game with no playability at all.
Super Mario 64	Nintendo	1 ●	1	92%	The first, and still a great, N64 game.
Super Robot Spirits	Banpresto	1-2 ●	20	49%	Useless giant robot fighter.
Tamagotchi World	Bandai	1-4	11	66%	Japanese board game based on Tamagotchis.
Tetrisphere	Nintendo	1-2 ●	10	70%	Interesting but not entirely perfect attempt to move Tetris into 3-D.

64 MAG'S MOST WANTED



PERFECT DARK

Delayed. Until April 2000. Bang. Bang. Bang. (Sound of head repeatedly hitting desk.) Oh well, at least the extra months should make it the best N64 game ever, right? They'd better!



ZELDA GAIDEN

Nintendo UK has given it the rather clumsy title of *The Legend Of Zelda: The Continuing Saga*, but whatever name it goes under, it should be just as good as the first game.



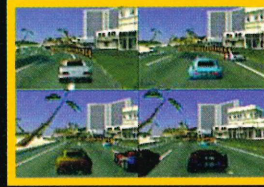
DONKEY KONG 64

Despite being decidedly overpriced, *DK64* is certain to be the N64's number one game this Christmas. Will the barrel of monkeys turn out to be the N64's best platform game?



RESIDENT EVIL 2

Now with proper analogue controls! Based on what we saw at ECTS last month, the N64 version of *RE2* could be the most playable one yet. Watch out for those zombies!



RIDGE RACER 64

There's a lot of competition in the racing game market, but *Ridge Racer 64* has the advantage of an arcade pedigree combined with fast multiplayer action. Review soon!

Game Name	Company	Icons	Issue	Score	Comment
The New Tetris	Nintendo	1-4 ● ● ● ●	32	80%	Yet another Tetris update, this time with a four-player mode.
Tonic Trouble	Ubi Soft	1 ● ● ● ●	31	87%	Amusing platformer that's somewhat on the easy side.
Top Gear Overdrive	THE Games	1-4 ● ● ● ●	22	65%	Lame follow-up to the much better Top Gear Rally.
Top Gear Rally	THE Games	1-2 ● ● ● ●	7	80%	Good racing game with excellent car handling.
Turok 2: Seeds Of Evil	Acclaim	1-4 ● ● ● ●	21	85%	Bloodthirsty and over-large game in the Doom mould.
Turok: Dinosaur Hunter	Acclaim	1 ● ● ● ●	1	70%	First in the series, plagued by fogging and annoying platform bits.
Twisted Edge Snowboarding	THE Games	1-2 ● ● ● ●	22	70%	Good-looking game let down by duff controls.
V-Rally '99	Infogrames	1-2 ● ● ● ●	21	69%	Poor conversion of a good PlayStation game.
Vigilante 8	Activision	1-4 ● ● ● ●	25	85%	Aggressive car-based battle game set in the Seventies.
Virtual Chess	Titus	1-2 ● ● ● ●	19	65%	It's a lot cheaper just to buy a chess set!
Virtual Pool 64	Interplay	1-4 ● ● ● ●	24	84%	Nearly as good as playing the real thing!
Waialae Country Club	Nintendo	1-4 ● ● ● ●	18	15%	Another dreadful golf game.
War Gods	GT Interactive	1-2 ● ● ● ●	6	40%	Completely stupid fighter with crap characters.
Wave Race 64	Nintendo	1-2 ● ● ● ●	1	83%	Excellent jet-ski game, but a sloppy PAL conversion lets it down.
Wayne Gretzky's 3-D Hockey	GT Interactive	1-4 ● ● ● ●	5	78%	Good for its time, but now superseded.
Wayne Gretzky's 3-D Hockey '98	GT Interactive	1-4 ● ● ● ●	10	78%	Update of the above, but no longer the best around.
WCW Vs NWO World Tour	THQ	1-4 ● ● ● ●	9	83%	Good multiplayer game, outdone by WWF Warzone.
WCW Vs NWO Revenge	THQ	1-4 ● ● ● ●	20	85%	Update of WCW Vs NWO World Tour; slightly better.
WCW Nitro	THQ	1-4 ● ● ● ●	31	24%	Ghastly wrestling game that thankfully won't appear in the UK.
Wetrix	Ocean	1-2 ● ● ● ●	16	85%	Fantastic water-based puzzle game.
Wheel Of Fortune	Gametek	1-3 ● ● ● ●	10	30%	Pathetic, Jenny Powell-free US version.
Wipeout 64	Midway	1-4 ● ● ● ●	21	80%	Exciting future racer, but struggles with more than two players.
World Cup '98	EA Sports	1-4 ● ● ● ●	14	86%	Yet another update of FIFA.
World Driver Championship	Midway	2 ● ● ● ●	29	79%	Disappointing racer that lacks thrills.
World Soccer 3	Konami	1-4 ● ● ● ●	9	86%	Japanese version of ISS 64.
WWF Attitude	Acclaim	1-4 ● ● ● ●	30	87%	Takes Warzone's place as the best wrestling game.
WWF Warzone	Acclaim	1-4 ● ● ● ●	17	86%	Decent wrestler, now superseded by WWF Attitude.
XG2	Acclaim	1-4 ● ● ● ●	20	70%	Sequel to Extreme G, but nowhere near as playable.
Yoshi's Story	Nintendo	1 ● ● ● ●	13	79%	Sugar-sweet platformer for kids; far too easy for anyone else.

64 TOP

PARTY/PUZZLE



- 1 Bust-A-Move 2 91%
- 2 Bust-A-Move 3DX 90%
- 3 Puyo Puyo Sun 64 87%
- 4 Wetrix 86%
- 5 Lode Runner 82%

64 TOP

STRATEGY/SIMULATION GAMES



- 1 Command & Conquer 90%
- 2 Premier Manager 64 85%
- 3 Blast Corps 80%
- 4 Ogre Battle 64 77%
- 5 Pilotwings 76%

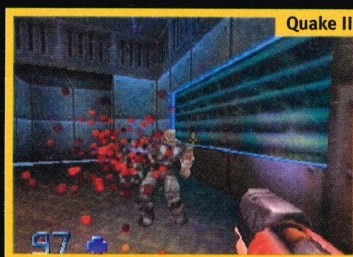
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NFL Quarterback Club '99

Quake II
Re-Volt
Shadow Man
South Park
Star Wars
Racer
Star Wars: Rogue Squadron
Top Gear Overdrive
Turok 2: Seeds Of Evil
Turok: Rage Wars



Vigilante 8
WWF Attitude

COMING SOON

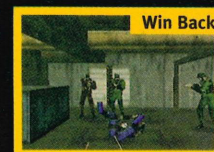
Armorines: Project Swarm
Army Men: Sarge's Heroes
Bassmasters 2000
Battlezone 64
Caesar's Palace
Daikatana

Donkey Kong 64
Lego Racers
Madden NFL 2000
Motocross 64
NBA Courtside 2
NBA Jam 2000
NFL Quarterback Club 2000
Nightmare Creatures 2
Perfect Dark
Polaris Snowcross
Rayman 2
Ridge Racer 64
Road Rash 64
South Park Rally
Starcraft 64



Armorines

Supercross 2000
Top Gear Hyperbike
Top Gear Rally 2
Win Back
Turok 3: Oblivion
Vigilante 8 2: Second Offense



Win Back

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Donkey Kong 64

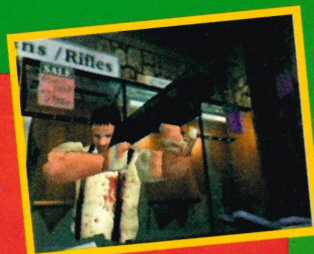
REVIEWED!

98



PLUS!

Reviews of *Resident Evil 2*, *Ridge Racer 64*, *Armored Core: Project Swarm*, *Rainbow Six*, *Rocket: Robot On Wheels*, *Xena: Warrior Princess*, *South Park: Chef's Luv Shack*, *Carmageddon*, *Road Rash*, *Lego Racers*, *Hot Wheels* and as many more as we can cram in!



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Dead Pool: The Blah Witch; S Club 7.

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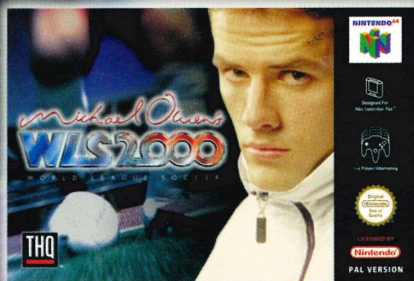
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